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Nintendo® MAGAZINE SYSTEM

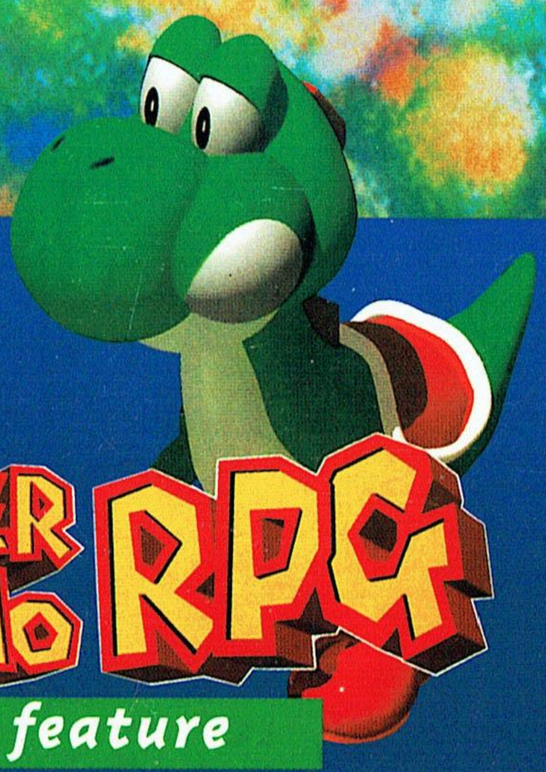
ISSUE #33 DECEMBER '95

SUPER MARIO WORLD® 2 YOSHI'S ISLAND

Yoshi's Island

and *Dirt Trax FX*

hot for the Super NES



SUPER MARIO RPG

special *feature*

Street Fighter II on Game Boy and *The Animated Movie*

plus *Batman* Forever, *NHL* '96, more *Arcade Classics* and the return of *Space Invaders*

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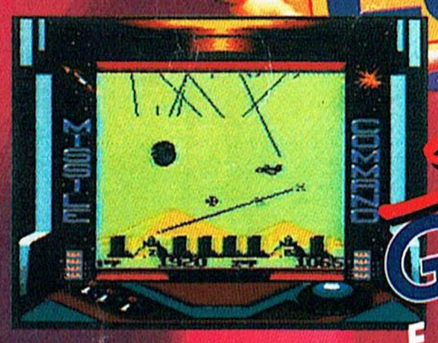
Navigate a Speeding Spacecraft through Tumbling Debris!

2 ARCADE CLASSICS IN 1 GAME PAK

ASTEROIDS

MISSILE COMMAND



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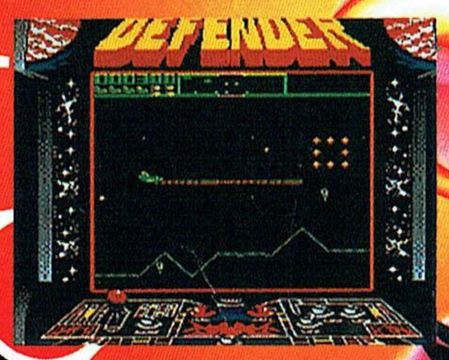
Annihilate Menacing Warheads

2 ARCADE CLASSICS IN 1 GAME PAK

DEFENDER



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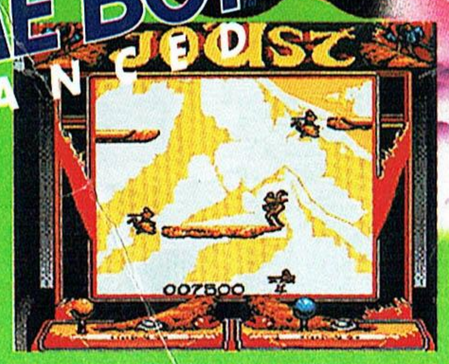

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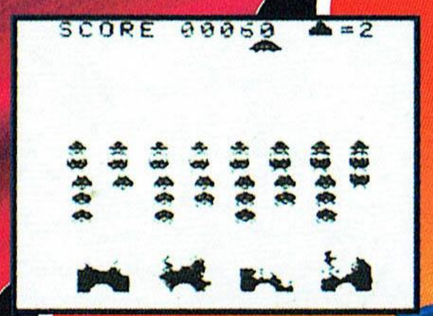

THE ORIGINAL

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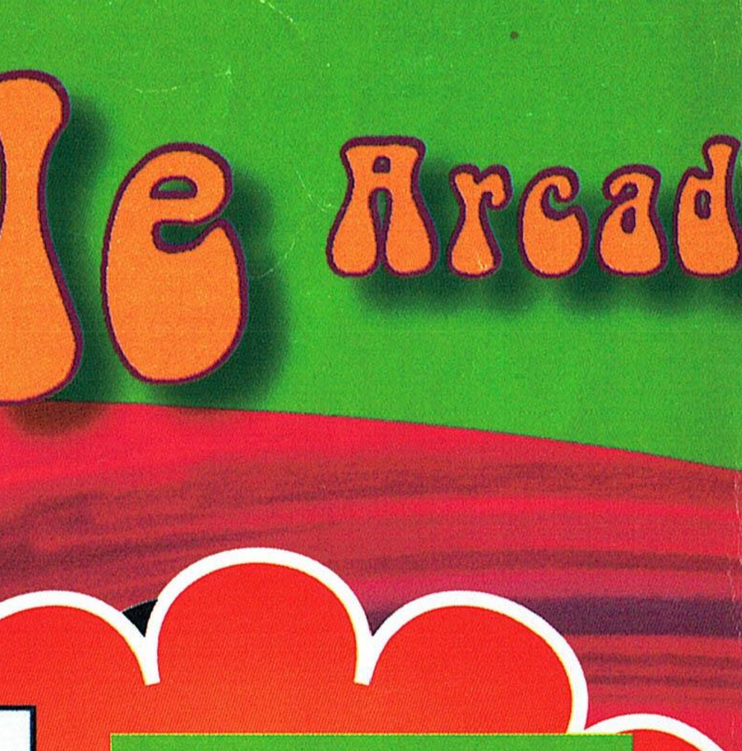


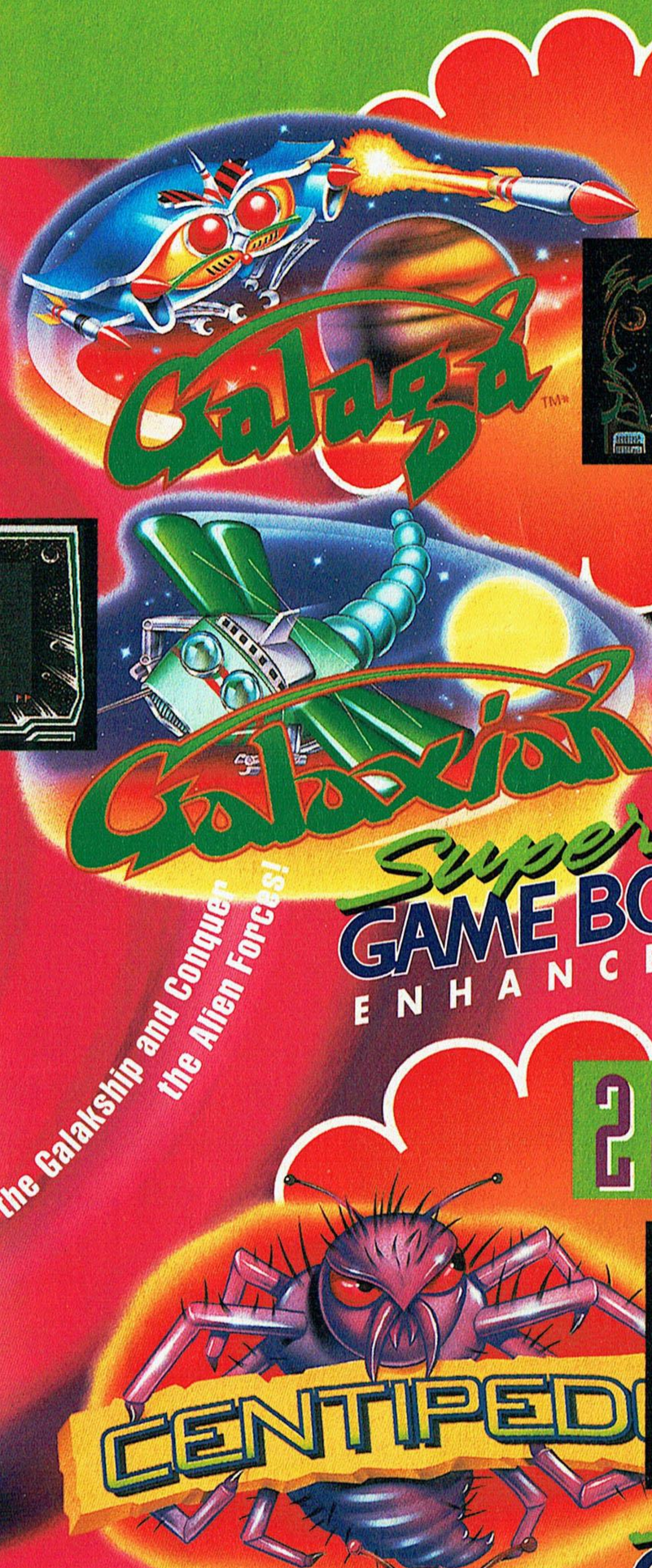
This nostalgic blast from the past tests your skill and reflexes against a horde of alien invaders!

Space Shooting Action in a High-Speed Ship

A Feather-Ruffling Romp on a Futuristic Bird!

Transform your Gameboy games in colour on your TV

Action for your Gameboy



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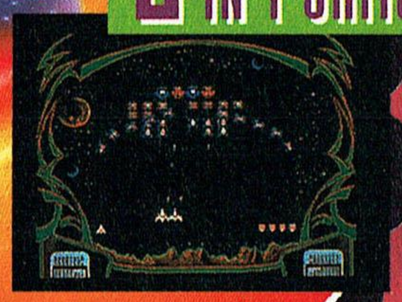
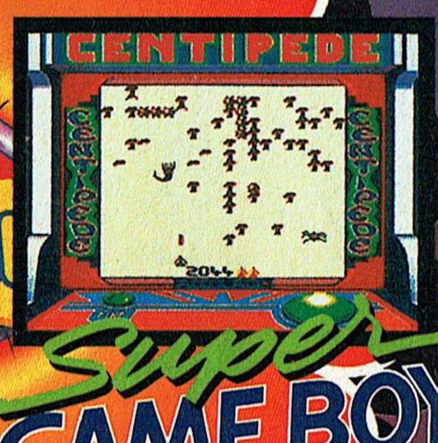


Pilot the Galakship and Conquer the Alien Forces!

Super GAME BOY ENHANCED

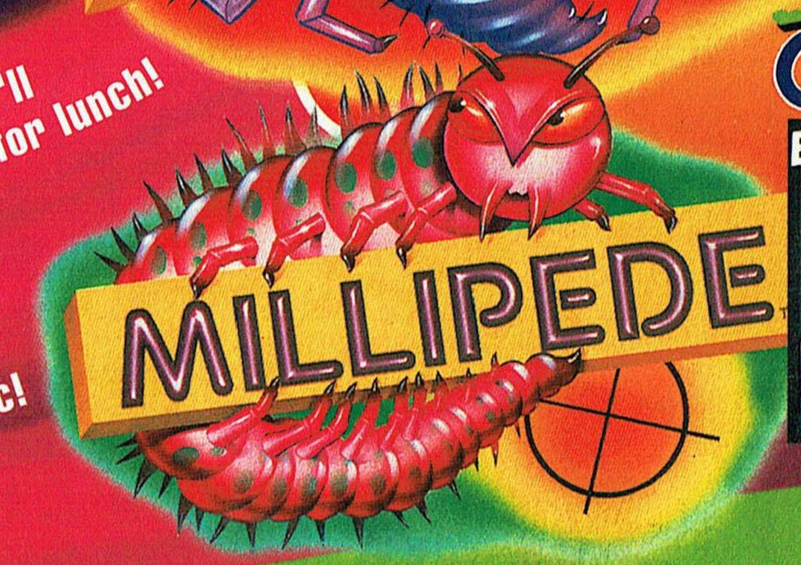
The Galaga Military Front has Launched a Full Attack

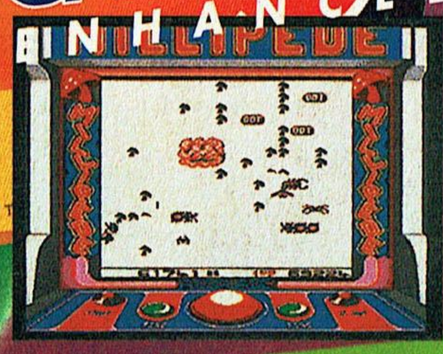
2 ARCADE CLASSICS IN 1 GAME PAK



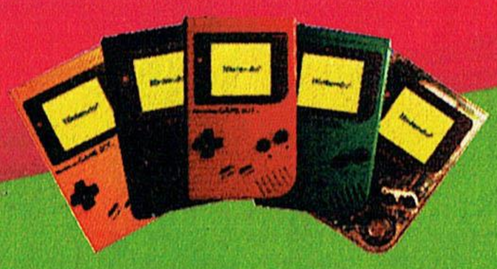
Super GAME BOY ENHANCED

Exterminate this insect battalion or they'll eat you for lunch!





Zap menacing millipedes, Jumping spiders and nasty earwigs before they multiply into an insect epidemic!



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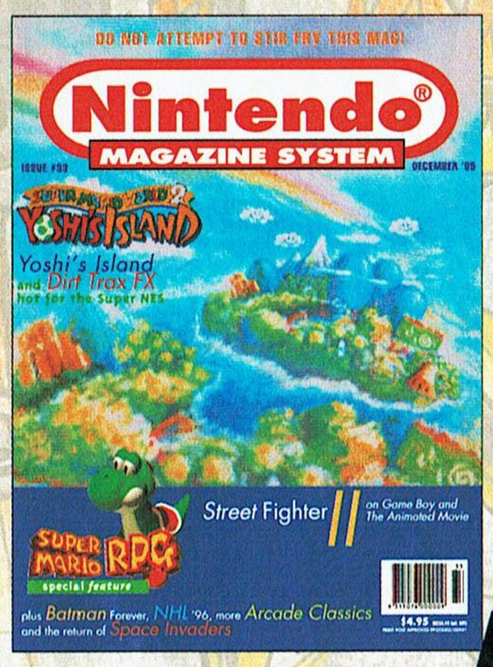
CONTENTS

DECEMBER '95
Issue 33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SUPER MARIO RPG
special feature
plus Batman Forever, NHL '96, more Arcade Classics and the return of Space Invaders
$4.95

COVER STORY

Yoshi once again graces our cover and why not we say! Turn to page 26 for the full review on the year's hottest game.

SUPER NES REVIEWS

20 ... DIRT TRAX FX
26 ... YOSHI'S ISLAND
40 ... NHL '96
44 ... BATMAN FOREVER

GAME BOY REVIEWS

24 ... BATMAN FOREVER
34 ... STREET FIGHTER II
36 ... MILLIPEDE & CENTIPEDE
38 ... SPACE INVADERS

SPECIAL FEATURE

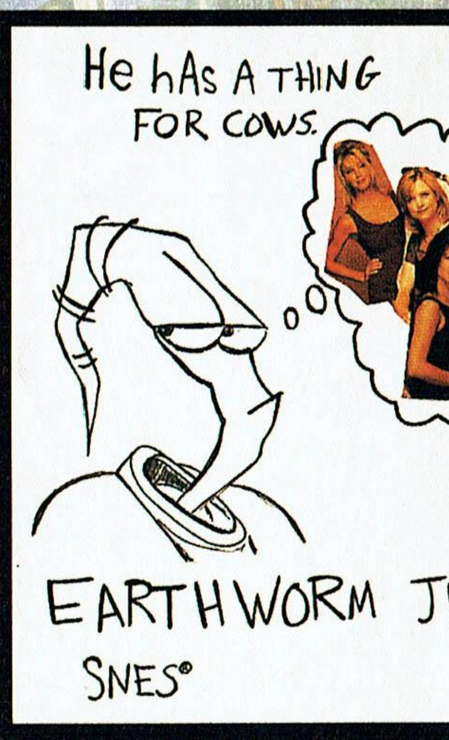
14 ... SUPER MARIO RPG

DEPARTMENTS

6 ... FRONT PAGE
8 ... NINTENDO NEWS NETWORK
48 ... ANIME AHOY!
54 ... FAT BOY'S MAILBAG
56 ... SKULL'S Q&A
60 ... BACK ISSUES
62 ... TIPS & TACTICS

OTHER FUN PAGES

32 ... WIN A SUPER NES AND YOSHI'S ISLAND!
46 ... GLOW ZONE GOODIES TO BE WON!
66 ... NEXT MONTH IN NMS...



#3

Behold the
ravenous beast.
Born of
man and horse.
Poured from
earth-blood.
Cooled by night
And terrible
in his swift rage.
-Scih

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THE FRONT PAGE

"I'M DREAMING OF A WHITE ET...NU 64?"

Well I'm sort of over last month's massive bout of ennui, but really despite the lack of sensible suggestions from you, dear readers for a subject for this editorial, it was the impending arrival of Christmas that has made me more or less snap out of my fug of depression. After all, what other time is there in the year to contemplate the year that has been, while hoovering up vast quantities of turkey pavlova?

Well this was the year that was supposed to provide us with the Ultra 64 and the Virtual Boy and, (well at least locally), only delivered a whole lot of rumours, conjecture and innuendo. It has even been muttered that the first lot of pics of the Ultra 64 casing are not correct and the casing will be changed by the time you read this. Mind you, getting a promo pic out of Nintendo was akin to getting blood out of a stone - for all we know it was something that the R&D lads at NCL knocked up as an April Fools joke on the Nintendo-buying public.

But there was some good news - among the 'Gee What a Good Idea: Let's Take A Movie License And Turn It Into A Platform Romp!' releases there were some great games - it was unfortunate however that not a great number of them saw local release here in Australia... Let's hope that 1996 sees an enlightened distributor pick up some of the quality OS titles for Australian release.

Illustration by Derek The Drop-Bear

NINTENDO PEOPLE SYSTEM

This month we've decided to tell you exactly who does what here at NMS.

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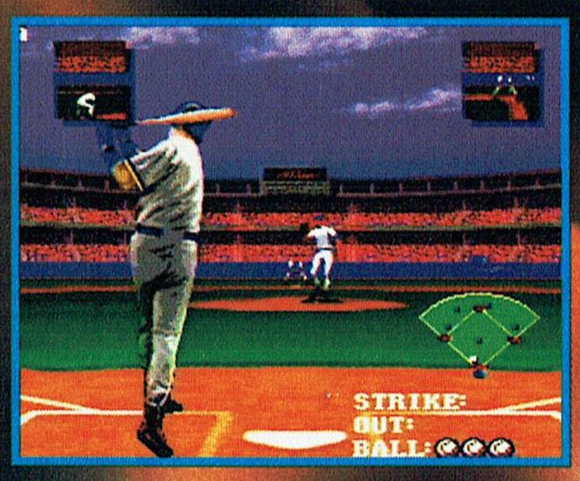
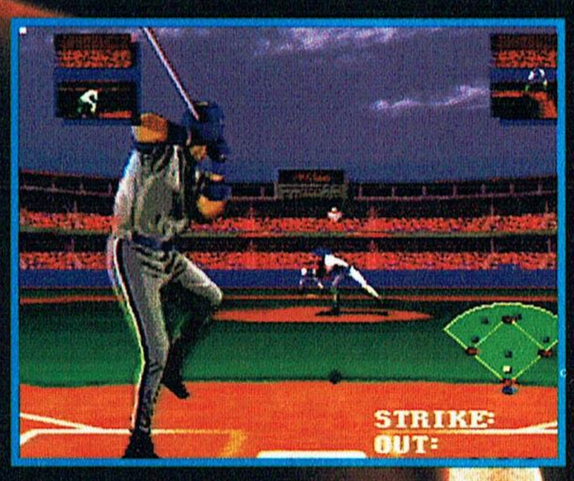
BASEBALL ACTION SO REAL IT HURTS

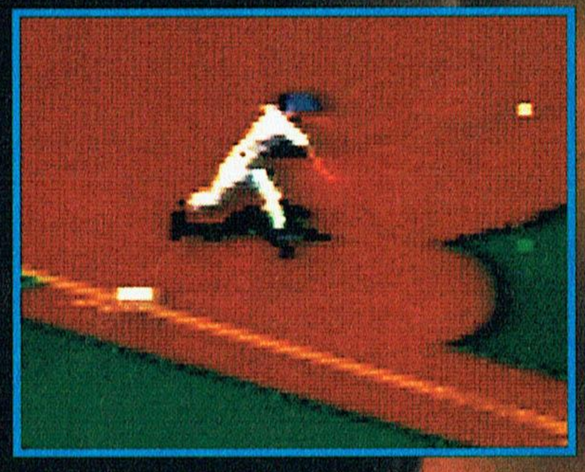
FRANK THOMAS BIG HURT BASEBALL

G

featuring ACCLAIM'S MOTION CAPTURE TECHNOLOGY







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MAJOR LEAGUE BASEBALL PLAYERS

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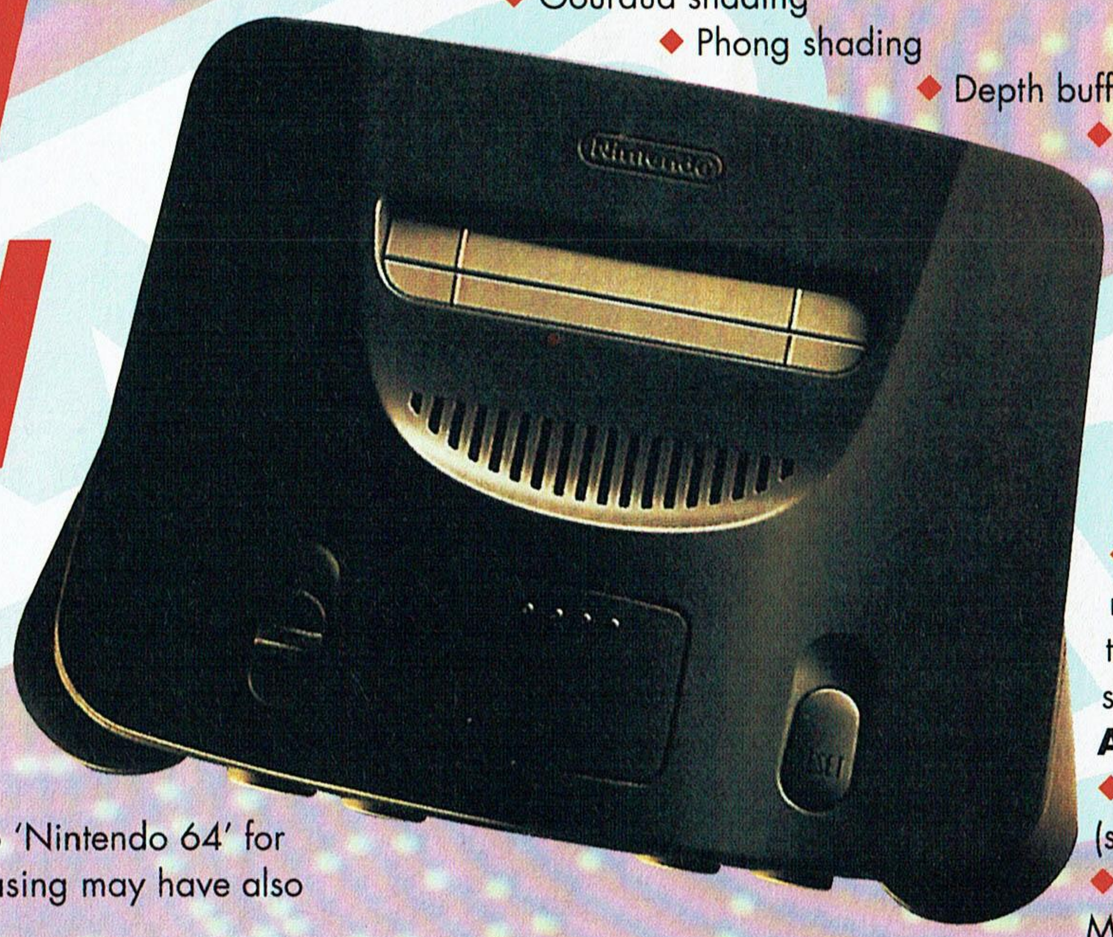
ROADSHOW NEW MEDIA

NINTENDO NEWS NETWORK

ULTRA 64 OUT IN JAPAN

As has been the case with every new hardware launch from a Japanese company, Nintendo will be releasing its new super-console in Japan this December, some four months before the rest of the world receives it in April 1996. The 'Nintendo Ultra 64' name has been simplified to 'Nintendo 64' for the home market, and rumours persist that the casing may have also been redesigned.



NINTENDO ULTRA 64 SPECIFICATIONS

CENTRAL PROCESSING UNIT

- Custom R4300 MIPS 64-bit RISC microprocessor running at over 100MHz.

GRAPHICS PROCESSOR

- Combined custom 64-bit RISC graphics and 64-bit DSP chip running at over 100MHz.

REAL-TIME GRAPHICS CAPABILITIES

- 16, 24 and 32-bit colour textures
- 60 frames per second
- Real-time anti-aliasing
- Real-time tri-linear mip-mapped interpolation
- Real-time ray-tracing
- Omni-directional light source shading
- Fog-depth cueing (translucency)
- Perspective-corrected texture mapping
- Gouraud shading
- Phong shading
- Depth buffering
- Destination-based rendering
- Alpha effects channel
- Depth, colour and texture clipping
- Object scaling, skewing and rotation

INTERNAL MEMORY

- 3 Megabytes of on-board RAM
- Custom Rambus DRAM running at over 500MHz with a transfer rate of 500Mbytes per second

AUDIO

- 16-bit Stereo at 44.1 Khz (same as CD)
- 64 channel Pulse Code Modulation

SOFTWARE

- Cart size from 32Mbit to 256Mbit compressed at 3:1

CONTROLLER

- Four joypad ports on hardware
- 8 way digital cross pad under left thumb
- 6 digital 'fire' buttons under right thumb
- 2 digital left and right index finger buttons
- Central analogue thumb-stick

Here's that dodgy artist's impression of the NU64 controller.

Games AHOY!

NEWS

The number of developers signing up to produce games for the Nintendo Ultra 64 is increasing all the time, and if the list of games that are known to be on the way is any indication, Sony and Sega must be well and truly pooping their pants!

MARIO - Nintendo

You can bet your bottom dollar that a Mario game will be one of the first released for the new system, and you know it's going to be utterly brilliant! It's been rumoured that this game may even feature the dastardly Wario in a prominent role.

DRAGONFLY (tentative title) - Paradigm Studios

Paradigm is well versed in military flights sims and the like, so when its top developers team up with Nintendo's creative genius, Shigeru Miyamoto, the result is sure to be awesome! This game has been rumoured to be a sequel to Pilotwings, but no one (other than Nintendo and Paradigm) knows for sure.

FINAL FANTASY - Square Soft

This game is likely to cause the biggest stir in Japan, where everyone has been waiting for the next instalment.

KILLER INSTINCT 2 - Rare

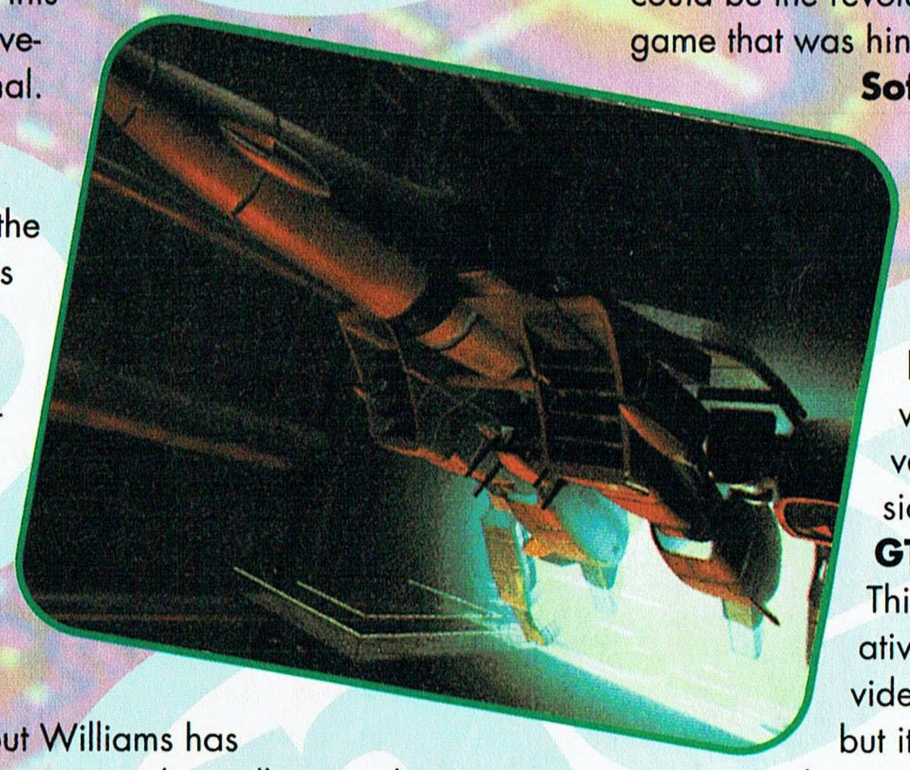
It's likely that the as yet unseen sequel will be the first beat 'em up to grace the NU64, and you can be sure this one will feature major graphical improvements over the already top-notch original.

GOLDENEYE - Rare

The latest James Bond flick is being turned to silicon as you read this, and the game will feature highly realistic scenes and characters from the movie.

DONKEY KONG - Rare

It is believed that the talented programmers at Rare have been charged with the task of bringing Donkey Kong to the Ultra 64, and judging from their efforts on the Super NES version, this will be great!



CRUIS'N USA - Williams

The coin-op received mixed reaction, but Williams has promised a major overhaul for the home version that will put to shame all the current arcade driving games!

DOOM - Williams

This is the one everyone's looking forward to - an all new version designed to take full advantage of the NU64's awesome power!

MONSTER DUNK - Mindscape

This will be the the first basketball game on the NU64 and hopes are high, with all manner of mutant malarkey expected!

ROBOTECH ACADEMY - Gametek

You've seen the early screen shots and don't they look tasty! Anything that puts you in control of a monstrous machine of mass destruction has got to be good!

TOP GUN: A NEW ADVENTURE - Spectrum Holobyte

Zooming around in ridiculously fast fighter jets is near the top of most people's dream lists, and this is the closest you'll probably ever get.

RED BARON - Sierra On-Line

The PC version of this game was quite good, and the enhanced NU64 game should be even better!

TUROK THE DINOSAUR HUNTER - Acclaim

This one's based on the Valiant comic of the same title, and it's anyone guess what form the game will take. Lots of dinosaur hunting is likely.

SHADOWS OF THE EMPIRE - Lucas Arts

Joy! A Star Wars game! Say no more.

ACE DRIVER - Namco

An 'enhanced' version of the ace arcade F1 sim is on the cards, and other Namco titles should follow.

And here's some companies that are working on games which don't have names yet:

Angel Studios - worked on The Lawnmower Man and Peter Gabriel's trippy videos.

Shiny Entertainment - this game could be the revolutionary fighting game that was hinted at a while back

Software Creations - As well as producing Sound Tools for the NU64, this talented team is believed to be working on an Ultra version of their classic Solstice game.

GTE Interactive - This company is a relative newcomer to the video game industry, but its involvement in the communications field has given it experience in multi-player networking. How many joypad ports does the NU64 have?

DMA Design - Lemmings and Unirally are both DMA games and both highly original and imaginative, so we look forward to seeing what they have planned for the NU64!

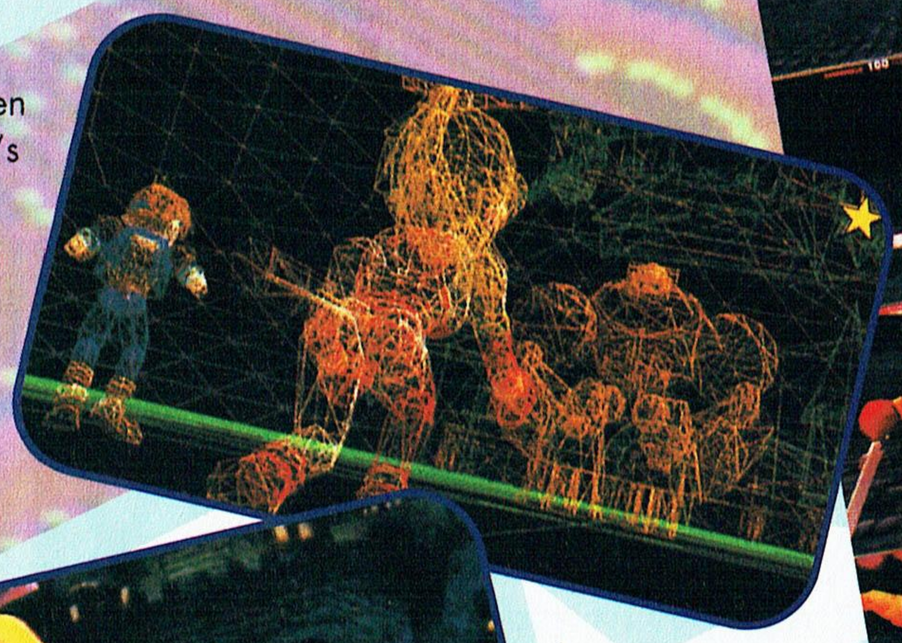
Dreamworks - Dreamworks is a collaboration between American multimedia moguls Speilberg, Geffen and Kratzenberg and, although they haven't actually produced anything yet, expectations are high.

Other NU64 games believed to be in development include:

ZELDA - Nintendo
MARIO KART 2 - Nintendo
METROID - Nintendo
F-ZERO - Nintendo
STARWING X - Nintendo
KIRBY - Nintendo/Hal
KEN GRIFFEY JR. BASEBALL - Rare
MORTAL KOMBAT 3 - Williams
JOHN MADDEN FOOTBALL - Electronic Arts
NHL HOCKEY - Electronic Arts
FIFA SOCCER - Electronic Arts
SECRET OF EVERMORE 2 - Square USA
STAR TREK T.N.G. - Spectrum Holobyte
BATMAN FOREVER - Acclaim
ALIENS - Acclaim
QUAKE - id Software
EARTHWORM JIM - Shiny Entertainment
MEGA MAN - Capcom
GHOULS 'N' GHOSTS - Capcom
STREET FIGHTER - Capcom
CASTLEVANIA - Konami
CONTRA - Konami
T.M.N.T. - Konami
TRANSFORMERS - Electrobrain
AKIRA - THQ
TWIN EAGLE 2 - Seta
STACKER - Virgin Interactive

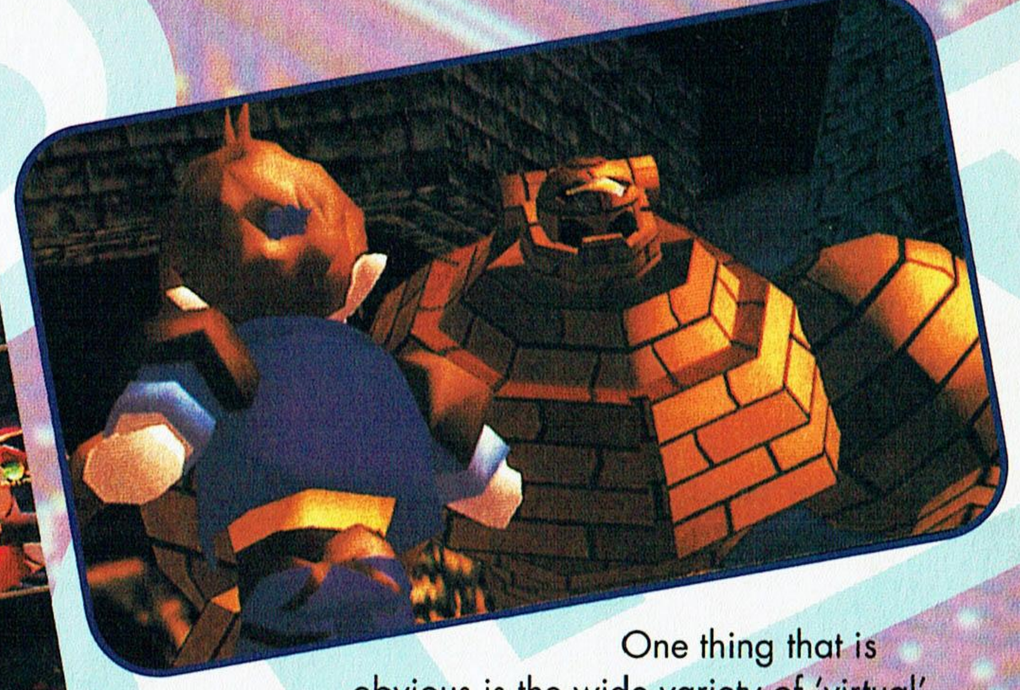
NEWS

Final Fantasy first look



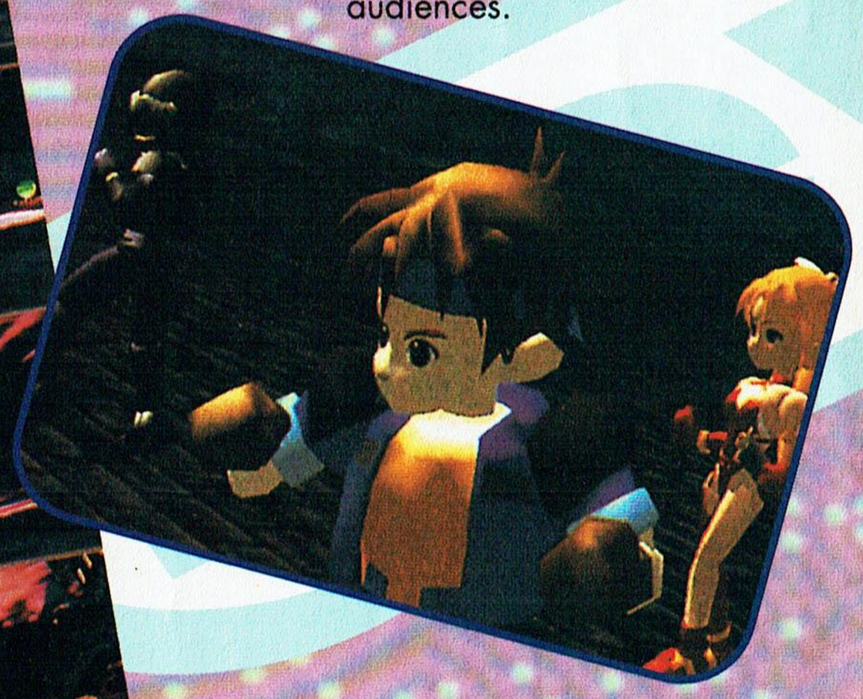
Behold the first screen shots of Square Soft's Final Fantasy game for the Nintendo Ultra 64. The pictures shown here put to shame those polygon beat 'em ups on Sony and Sega's 32-bit consoles, yet

they are just part of the fighting sequences in Square's epic RPG and the animation will look even better in the final game!



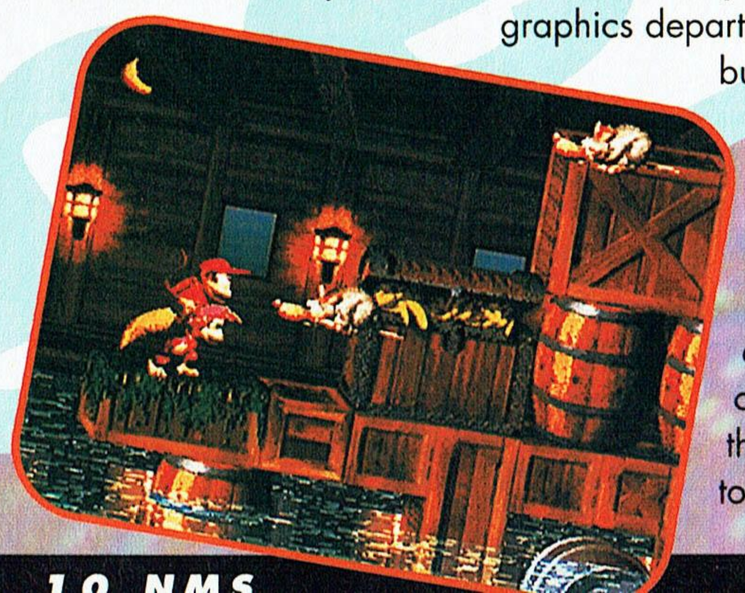
One thing that is obvious is the wide variety of 'virtual' camera angles which follow the action from floating points in the game environment. This not only looks cool, but helps to immerse the player in the Final Fantasy world.

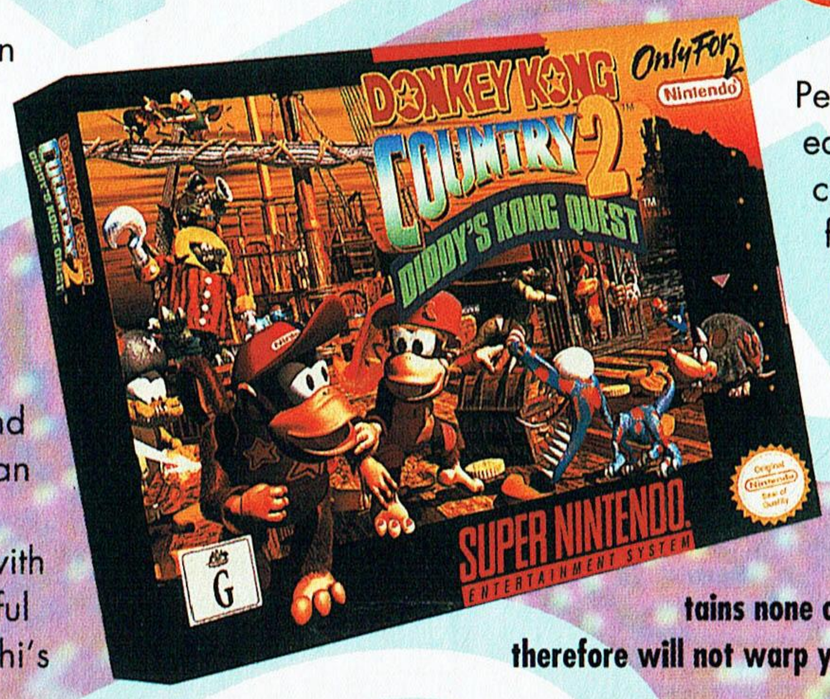
Final Fantasy will be one of the first games released for the Nintendo 64 in Japan and will hopefully be among the initial wave of software for the machine when it is released to the rest of the world, depending on translation times and how important Nintendo consider an RPG to be to the generally action-oriented English-speaking audiences.



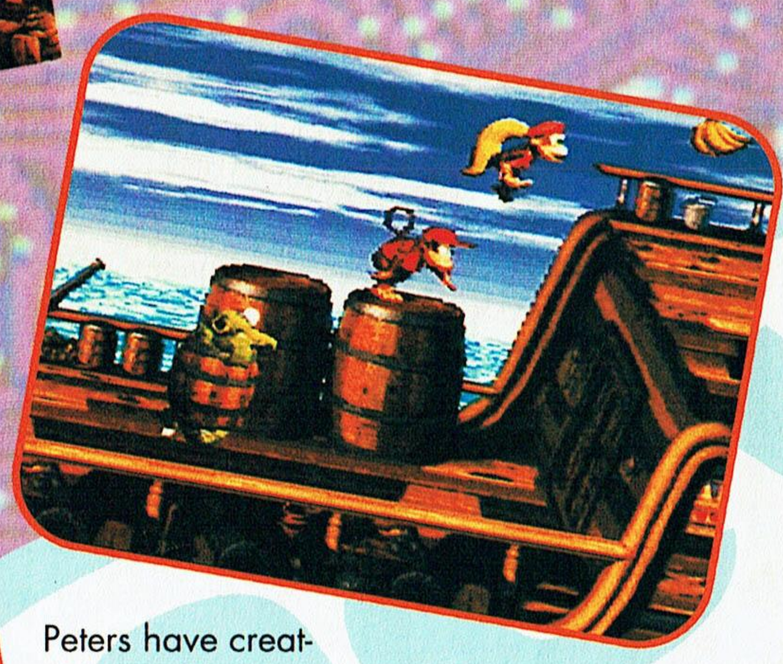
EAT THE MONKEY!

The long awaited sequel to Donkey Kong Country is upon us, with stocks of Diddy Kong's Quest due to hit shops shortly. DKC was a breakthrough in the graphics department, but considered by many to be too linear and easy. In an effort to compete with the delightful to play Yoshi's Island, DKC2 was delayed for further 'development', and the result is due out any day now. Expect a full review next month.





To celebrate the launch of Diddy Kong's Quest, Peters have created a Diddy Kong Ice Cream especially for Fat Boy. If you're quick you may find a few left in refrigeration units where foodstuffs are sold.



Show this picture to your parents. Have them memorise it. Then send them out to buy it for you for Christmas. Do it now! (Note "G" rating, this will assist in persuading your parents. It will assure them that this game contains none of that nasty "high-level animated violence", and therefore will not warp your minds.)

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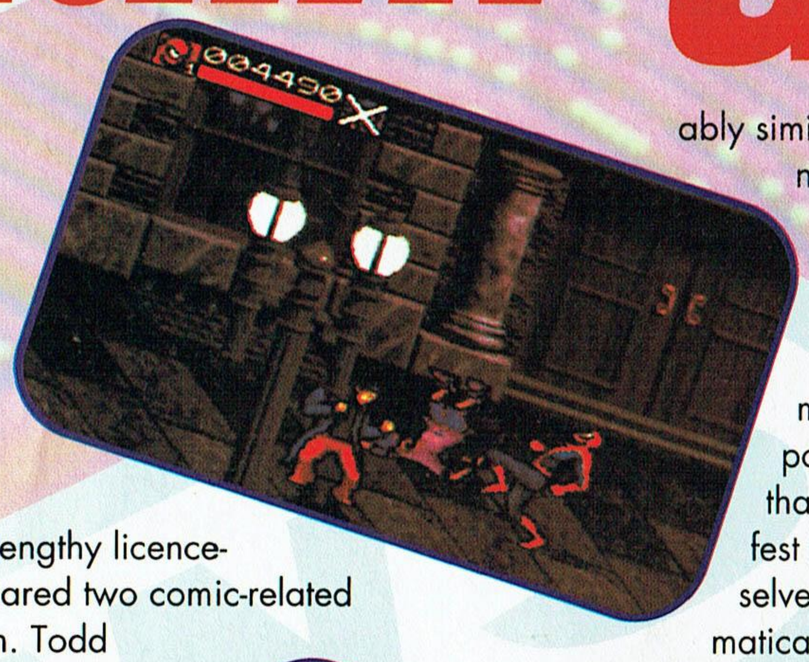
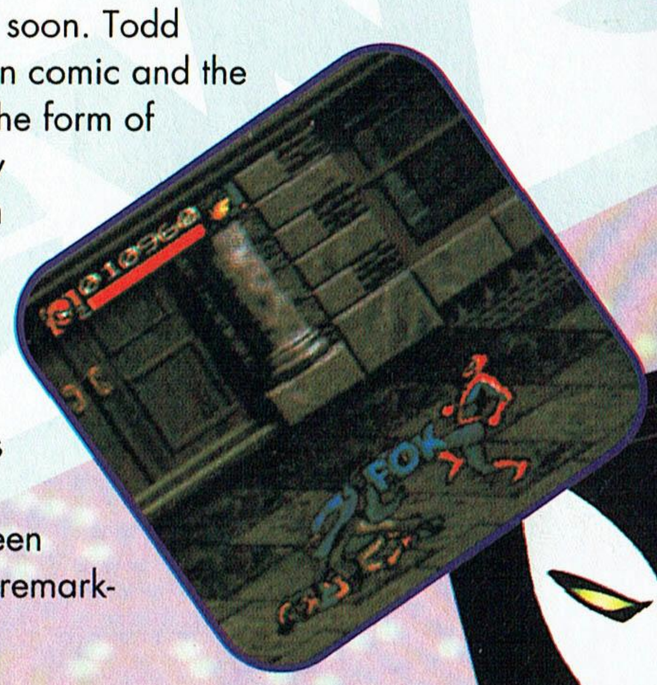
NEWS

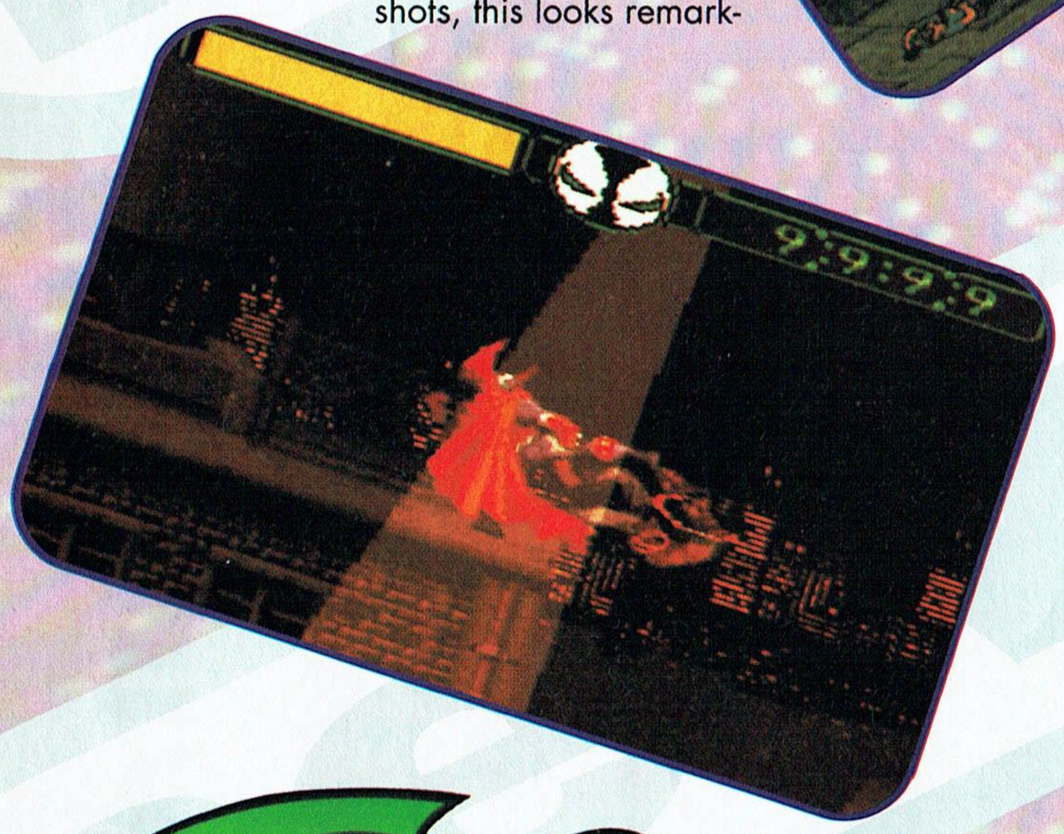
NEW Acclaim Games



Acclaim's lengthy licence-seeking tentacles have ensnared two comic-related titles, both due to hit the Super NES soon. Todd McFarlane's highly successful Spawn comic and the ever popular Spiderman both take the form of side-scrolling beat 'em ups. The new Spidey game is called **Separation Anxiety** and, despite the name, has nothing to do with Peter Parker splitting up with Mary-Jane, but instead sees the web-slinger once again teaming up with the nefarious Venom in an effort to clean up the streets. As you can see from the screen shots, this looks remarkably similar to the previous Spiderman/Venom game, but the good news is that it features simultaneous two-player action.

Spawn, however, is for solitary players only, with the demonic do-gooder on a mission to rescue 13 kidnapped children. His flowing cape can be used to attack or defend, and needless to say Spawn is endowed with mystical powers that manifest themselves dramatically when performed on screen. Reviews etc. next month.





SPAWN™

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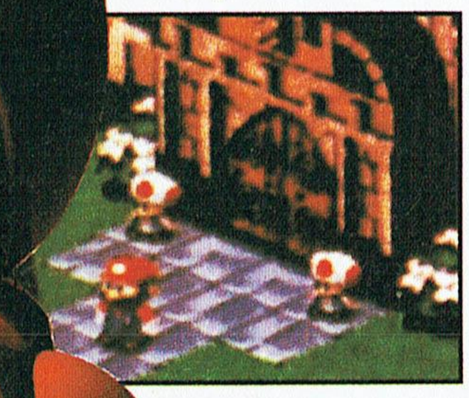
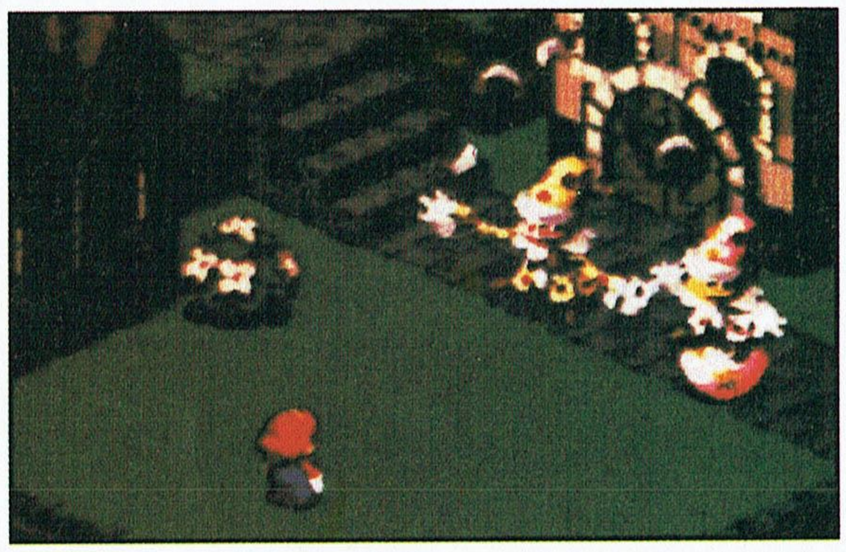
SPECIAL FEATURE

(RIGHT) The clowns insist Mario keeps off the grass - like yeah, man!

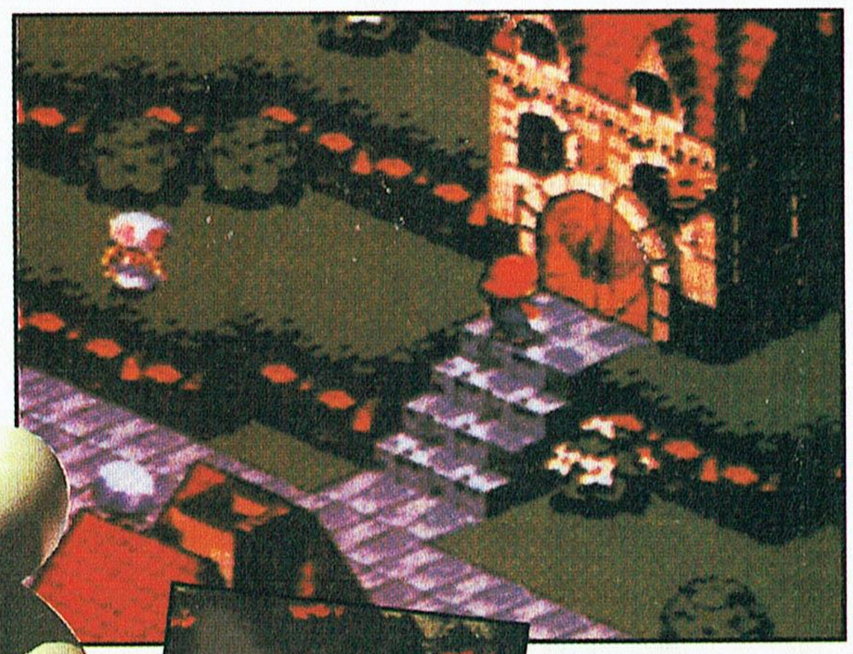




WELCOME TO THE HOTEL CALIFORNIA

If our Mario is in need of resting his weary little chubby plates of meat, then he can kip over at one the game's many hotels. These are designated by stars and offer safe haven for the plumber. The rooms seem a little sparse with no Sky TV or mini-bar and no room service. Especially as they cost you 30 coins a night, which is alot of wonga in Mario money.

(RIGHT) Mario the door-to-door salesman hawking dodgy U-bends.



THREE COINS IN THE FOUNTAIN

As part of Mario's adventure he has to do what most sturdy adventurers get lumbered with, find treasure. As with most of the Mario series, part of the little plumber's quest is to find gold coins that litter the game environment. In the RPG the coins can be used to acquire items such as the Mushroom Sword or the Kooppa Shield. They can also be used to pay for Mario's accomodation at the various hotels in the adventure.

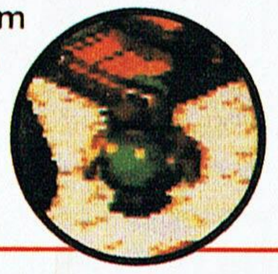
SPECIAL FEATURE

A FRIEND IN NEED

What would a Mario title be without meeting some of his new mates? As per usual they're a right odd bunch, but what else do you expect from people who hang about the streets in a place called the Mushroom Kingdom. Let's find out if these geezers are a bunch of spaced-out hippy throwbacks or decent upstanding game characters befitting of our Maz's company.

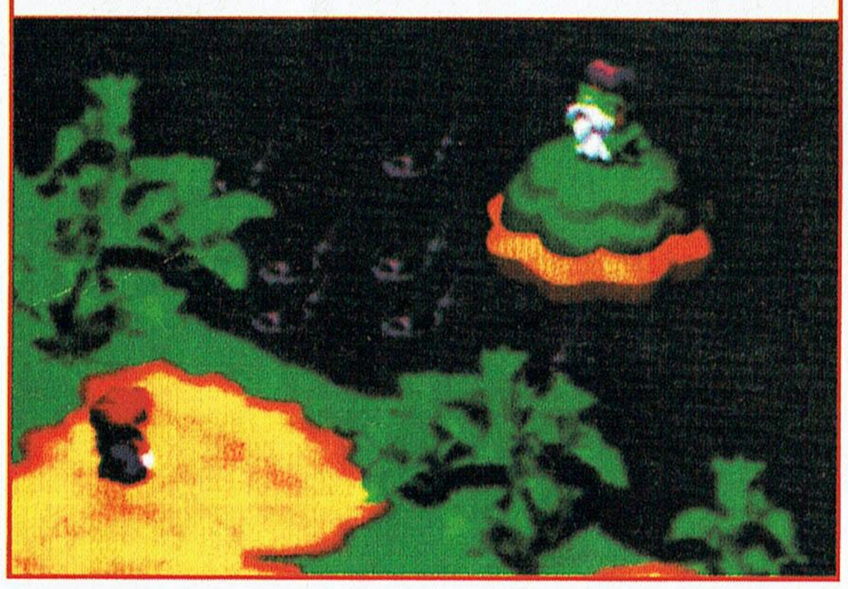
DOCHERTY

No, he's not a Scottish drunk who eked a living, when he could be bothered, out of soccer management, this Docherty is one of the mole people. Rather than your contemporary living-under-the-ground mole behaviour, Docherty lives in a small hut in the Mushroom Kingdom by the side of a mountain. Just like Tommy Lee Jones in Blown Away, he's obsessed with bombs and pyrotechnics which he uses down the mine that he works in.



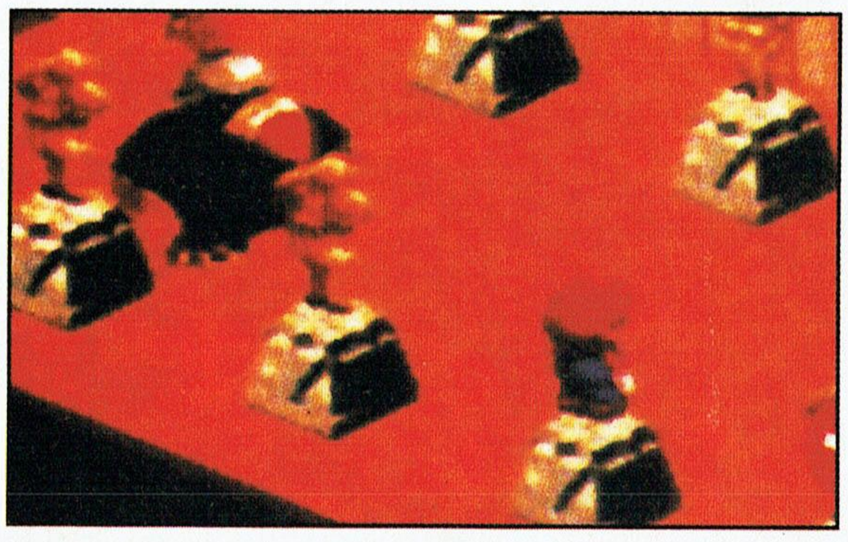
FROG HERMIT

The frogs live in Croak Lane, which any fool knows is down the road from the Mushroom Kingdom. They're an ancient bunch who've hung around the pond so long that not even they know how old they are, senility or what?



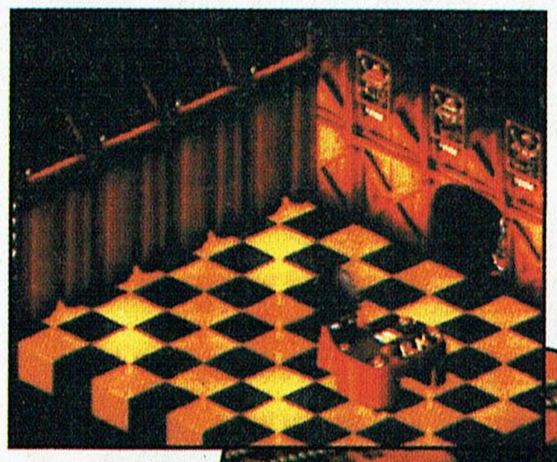
MARGARITA

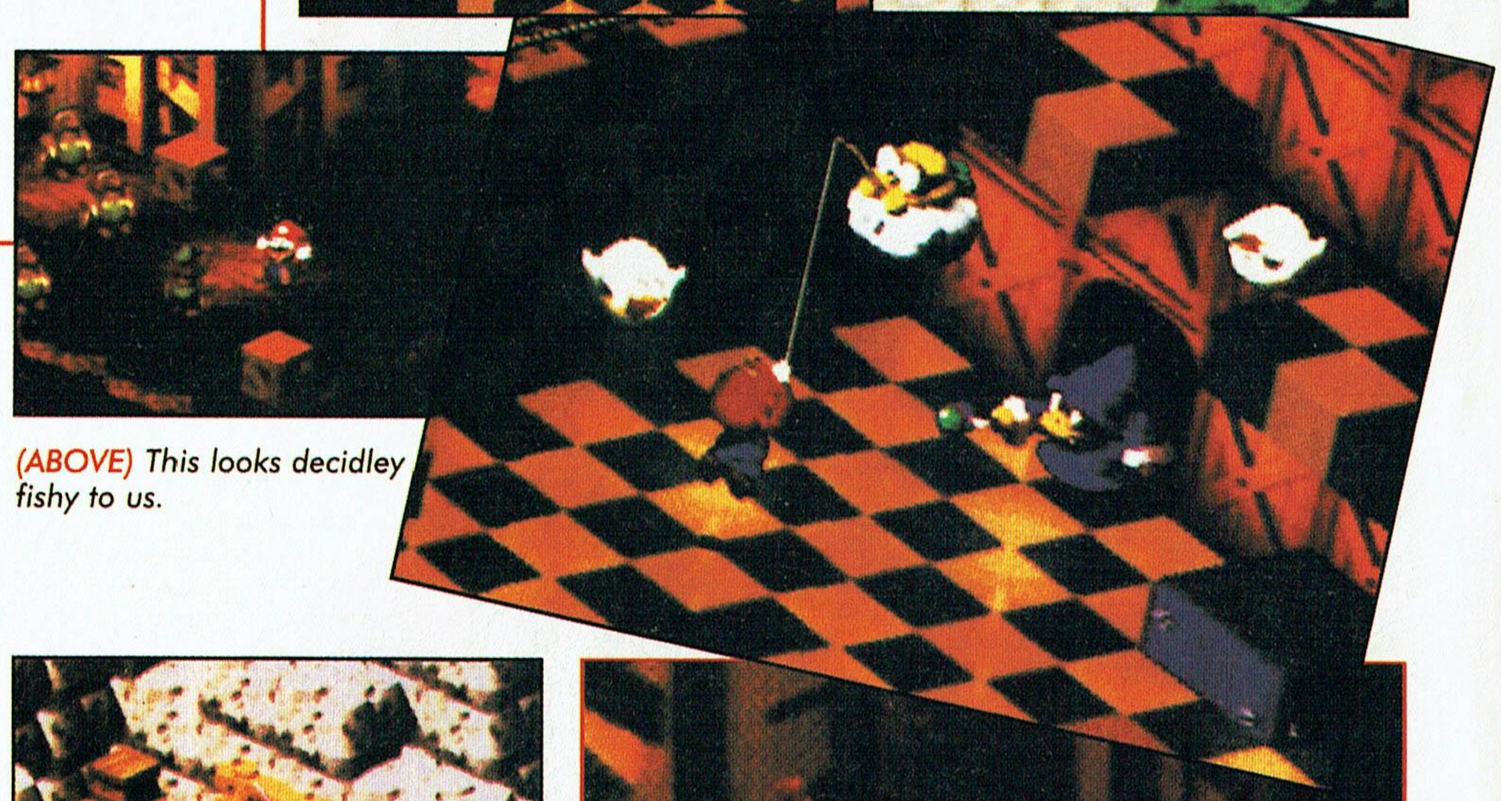
Pizza or bird-person, that's the question. We're not quite sure if she's the 'bitch' of the game or what, but we do know that she's addicted to peaches and has her callous little heart set on being queen of Birdland. Who would-n't eh? Blimey, all those beauti-ful ladies. Ooh, matron.



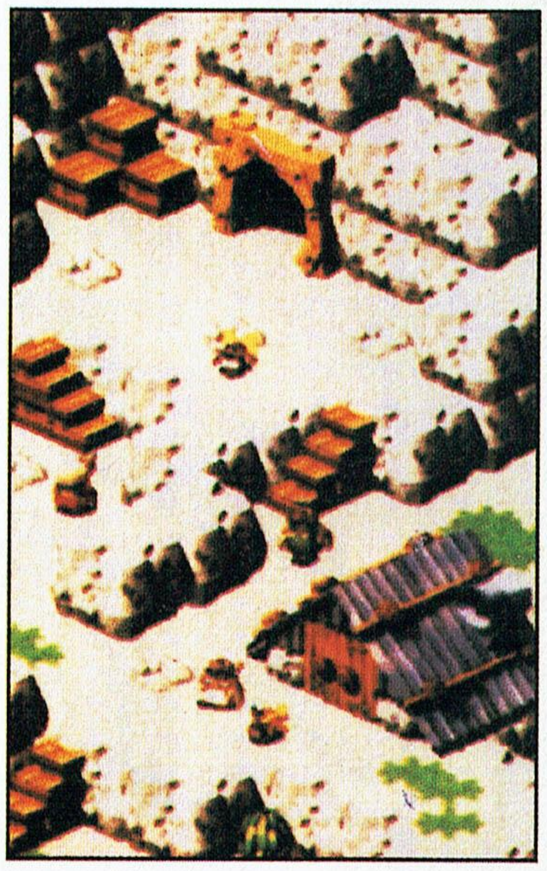
BOOKIE

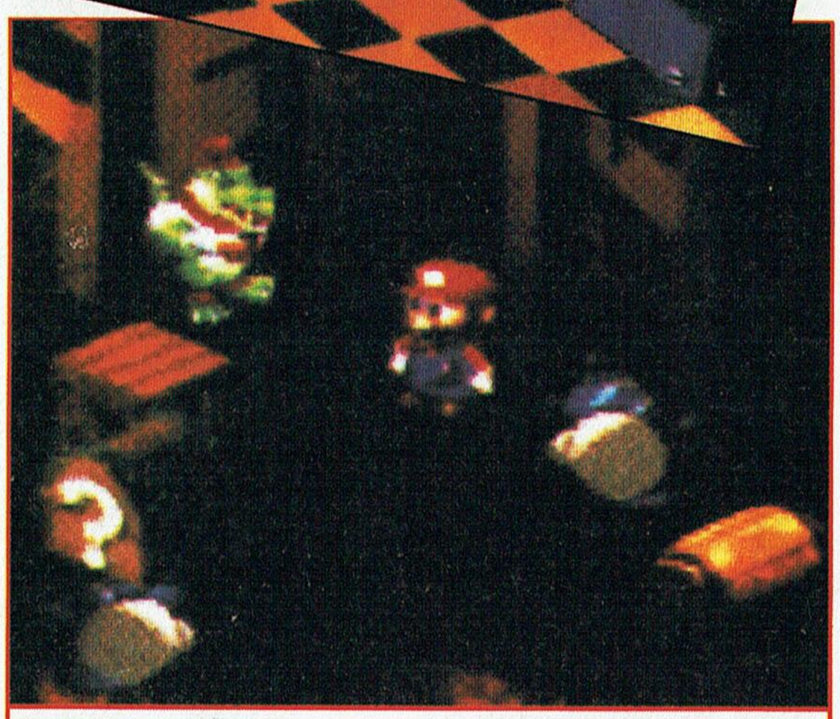
Bookie lives in, surprisingly enough, Bookie's Tower. We presume this has nothing to do with his occupation and that he's not actually a bookie. Otherwise his dad might have been called Turf Accountant or something else with a gambling tip to it. Anyway, Bookie's purpose in life is to create complicated devices to play with.

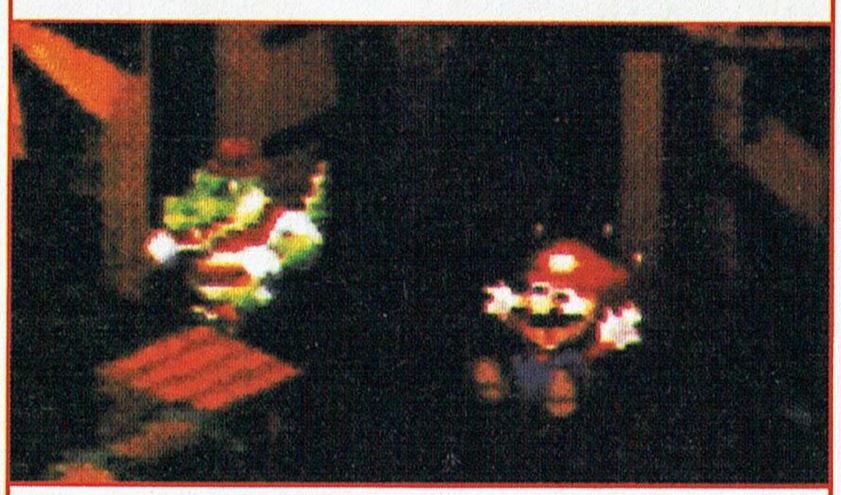


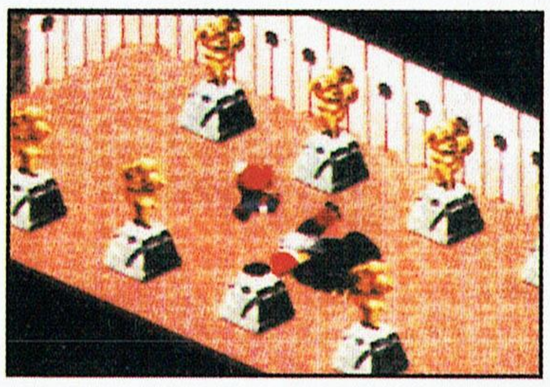


(ABOVE) This looks decidley fishy to us.







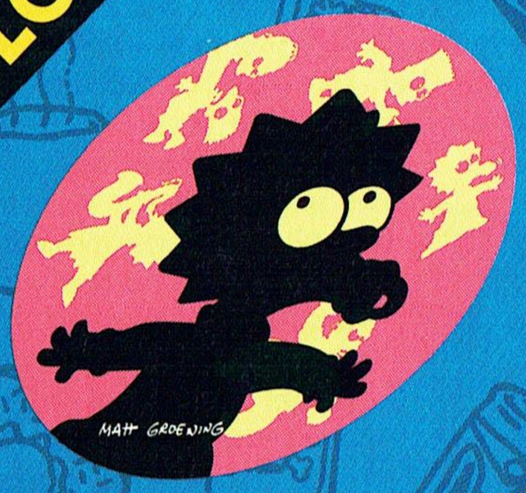


CROCO

This lot could be the Kray Twins of the piece. Apparantly they get Mario to do their dirty work and then nick off him. They also have a bunch of monster-type henchmen that lean on you if you muck about with them. Nice people.

GLOW ZONE™

Hold those donuts it's here!



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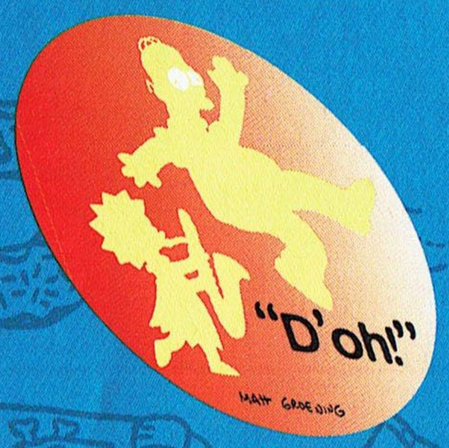

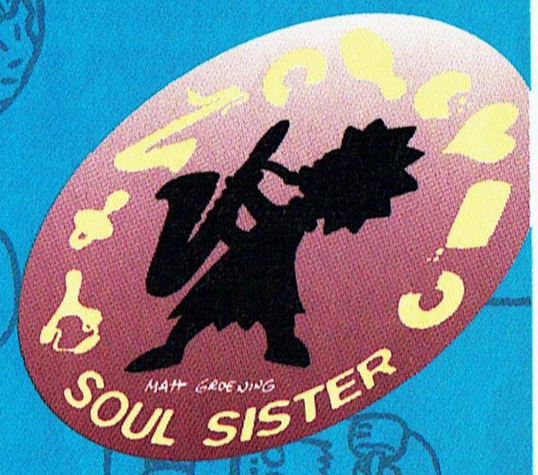

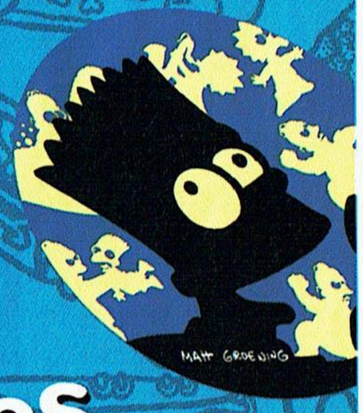

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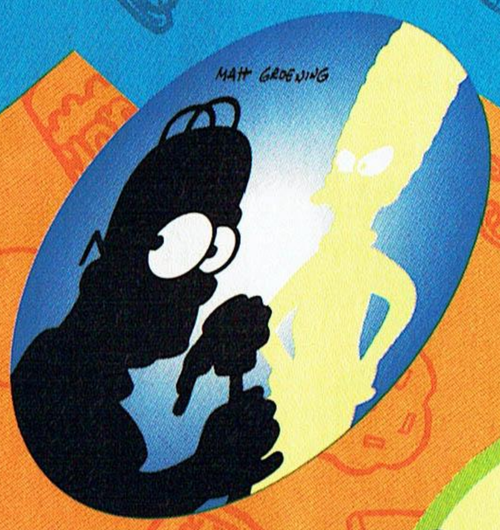

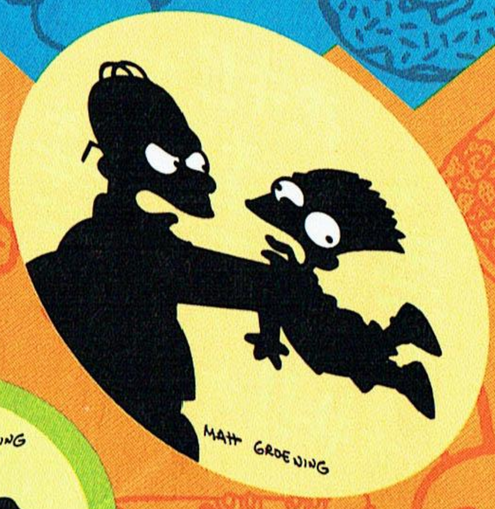

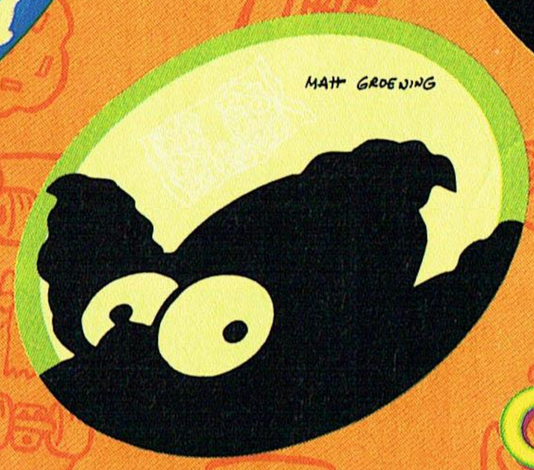

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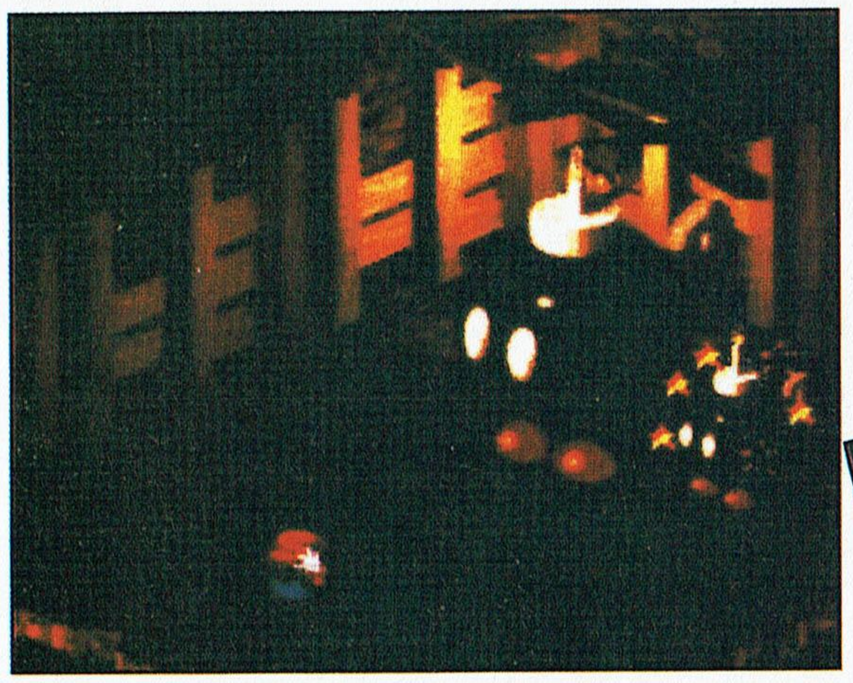
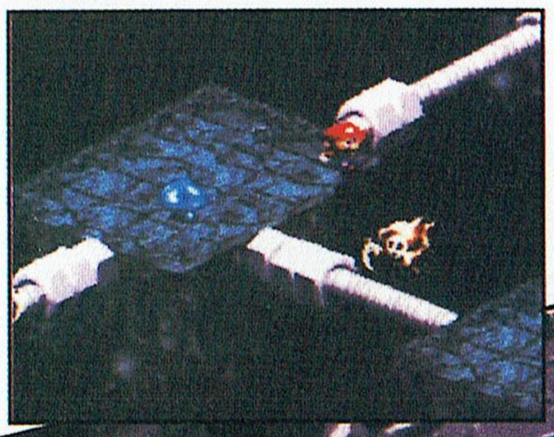
SPECIAL FEATURE

SUPER MARIO RPG



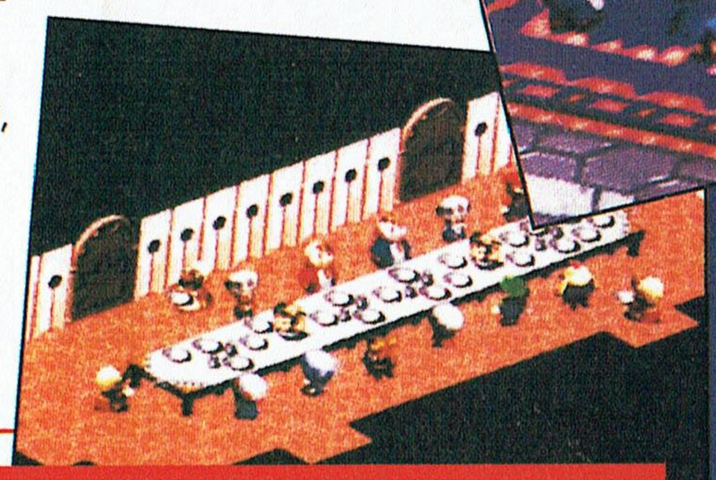


WE'RE SHOPPIN'... WE'RE SHOPPIN'

What self-respecting adventure game would omit a buying of objects-type shopping affair. The problem is that Mario's not the kind of fellah to buy an AK-47 and a shoulder-mounted missile launcher. Likewise his plumpness wouldn't be seen dead in a suit of armour. So, our bet's on items like the hammer used in Mario 3, reinforced overalls and energy cells. Although it'd be really funny if he could get himself a plumber's beat up Transit van, 'snap' box and a copy of The Sun. Incidentally, the shops are denoted by, you've guessed it, mushrooms.

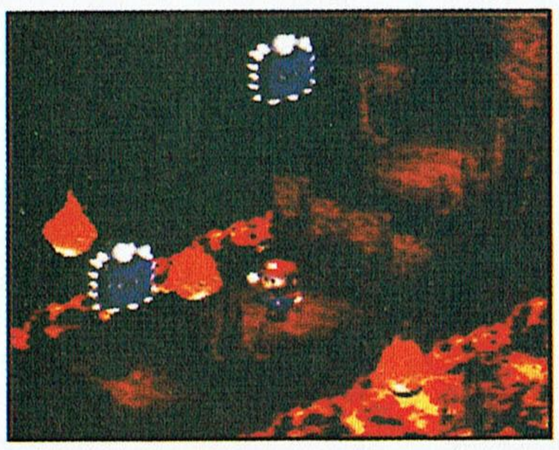
NOT MUSHROOM IN 'ERE

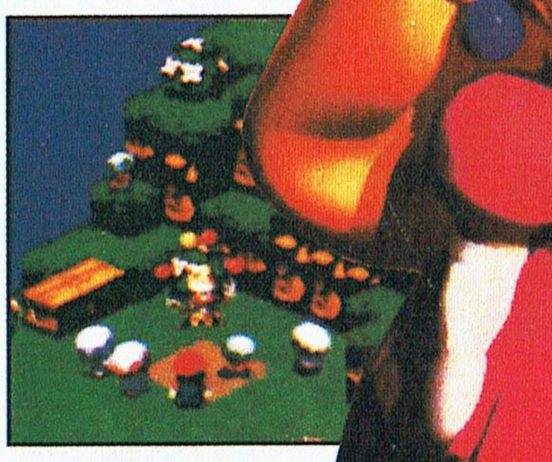
Mario's RPG starts in the crazy Mushroom Kingdom. It's a kind of 'castle' town protected by the Mushroom guards who, in need of some form of employment, look after the welfare of the town's top lady, Princess Peach. Now how the hell a mushroom can guard anything is beyond us, but this is the Mushroom Kingdom.

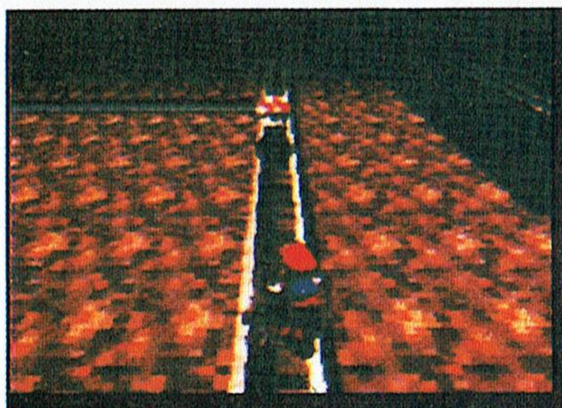


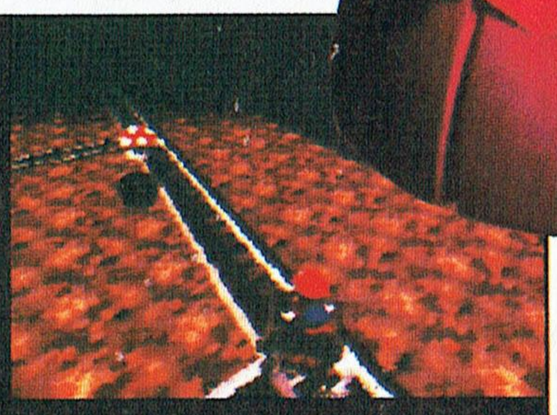
YOU'VE LOST THE PLOT MATE

As you may have gathered using mushroom's to guard anything is slightly dodgy. We know it seems obvious, but let's say it now. Buy a burglar alarm or get a big dog to protect your possessions, don't surround them with fungi. And the Mario RPG is a prime example of this tablet of wisdom because the plot centres around the Princess being kidnapped by Koopa. As soon as the Minister of the Mushroom Kingdom and Kinopeo find out they panic (wouldn't you if all you had to get her back with were the same inept bunch that lost her?) and call for Mario. The rest is up to you.









(ABOVE) What self-respectin' game would omit a mine cart section?

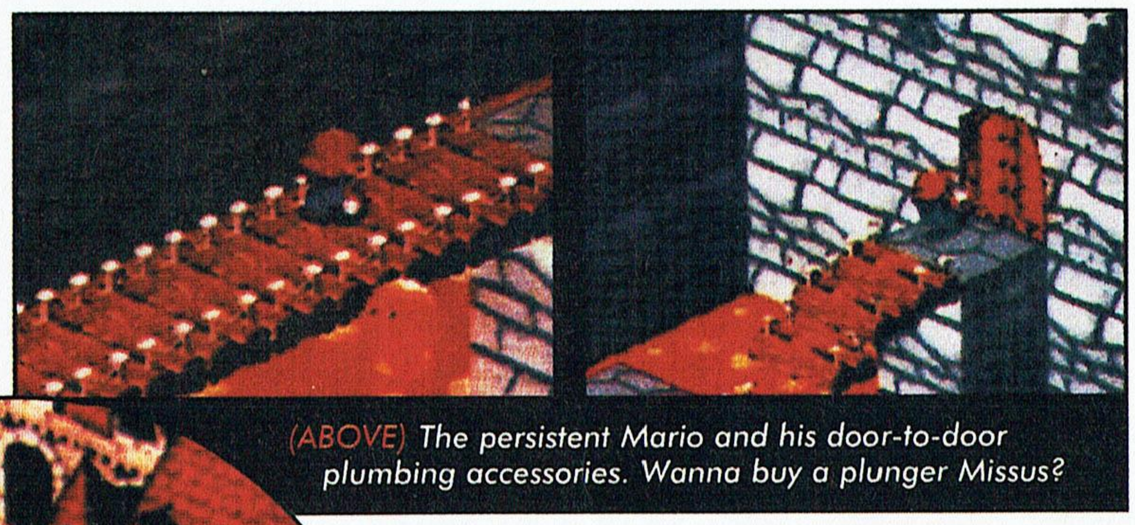
EVERYBODY'S TALKING AT ME...

What RPG would be worth its salt without character interaction? So, in the Mario RPG communication is a strong part of play. Whether it be chatting in the various shops or trying to get info out of the various characters, Mario can interact with everybody involved.

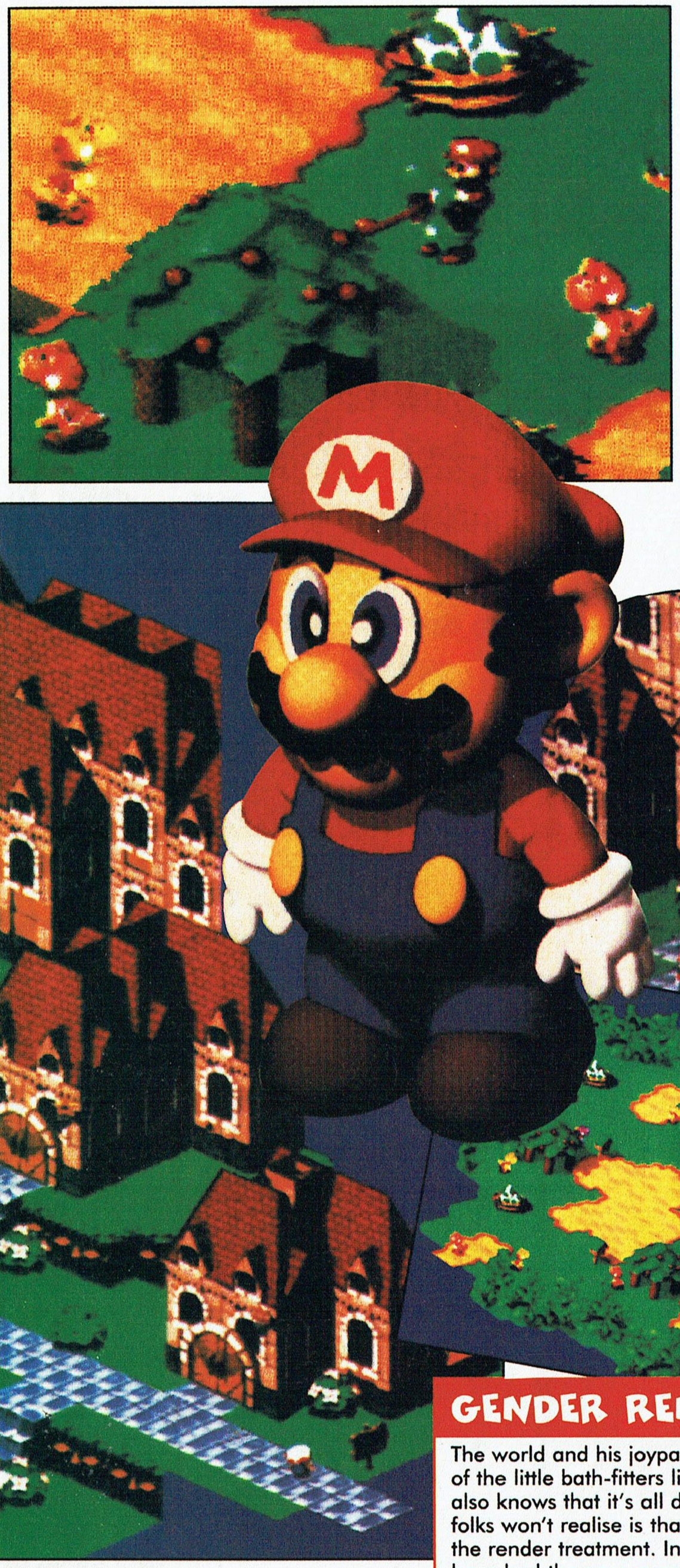
SPECIAL FEATURE

THE DINO'S IN THERE, YOSH INDEED

Part of the adventure sees Mario visit Yoshtar Island, home of the infamous Yoshi. We're not quite sure what Mario has to do here, but we know he can ride around on the various multi-coloured Yoshtar inhabitants.

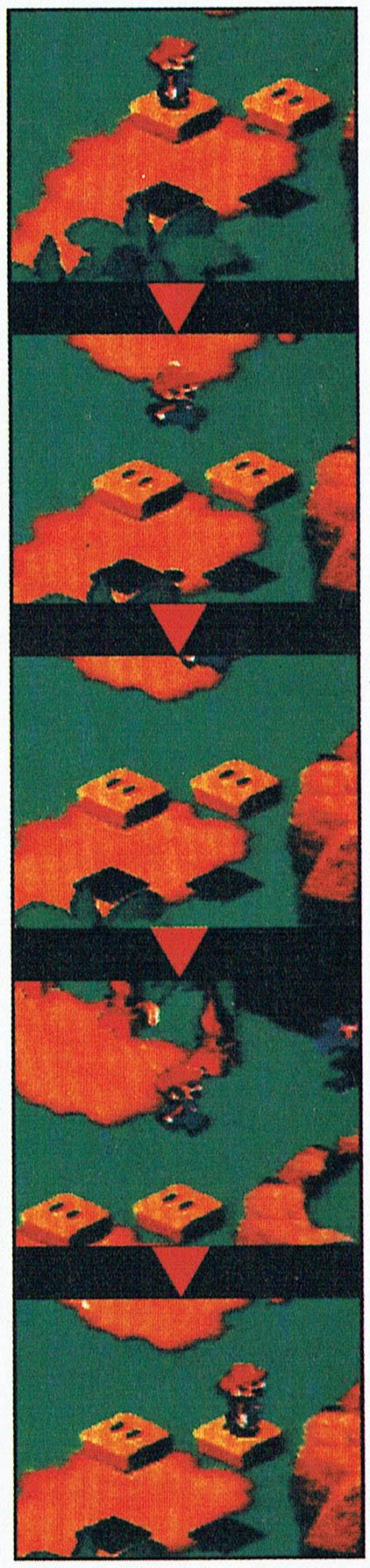


(ABOVE) The persistent Mario and his door-to-door plumbing accessories. Wanna buy a plunger Missus?



GENDER RENDER

The world and his joypad now know that in this latest installment of the little bath-fitters life, he gets himself rendered. Everybody also knows that it's all done on SGI machines. But what a lot of folks won't realise is that a whole host of other objects also get the render treatment. In fact, all of the characters in the game have had the once over and, interestingly enough, so have the all the buildings including chez Mario.



(ABOVE) Go on Mario jump you fool, jump! You know you love it.

PLUMBER'S PAIN

Unlike the Mario world games, in the RPG you'll be glad to know that you can't lose lives. Admittedly there's a host of traps all the way through the adventure that sap your power or even delay you on your journey. But at least our little U-bend specialist won't get hurt quite so much.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: RACING
- CART SIZE: 4 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-8
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: League, tag & race

GAME INFO

- GAME ORIGIN: Based on the not very noble sport of Motocross but without the mud, serious injuries and need for very expensive motorcycles.
- GAME DIFFICULTY: Adjustable
- SCORE TO BEAT: Win 125cc mode
- ALTERNATIVES: Stunt Race FX

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Quite light

X — Accelerate

A — Accelerate

B — Brake

Y — Accelerate

L/R — L: Power turn left; R: Power turn right

S — Start: Pause; Select: Nothing

GAME CREDITS

- DEVELOPED BY: SCULPTURED
- DISTRIBUTED BY: ACCLAIM
- MADE IN: USA
- ARTWORK: © ACCLAIM.

There are a fair few decent racing games around. Stunt Race FX or Super Mario Kart spring immediately to mind, yet there are no motorbike games. Acclaim hope to change all that with their new release, Dirt Trax FX. The game has been in development for well over a year and only now is it ready to grace us with it's presence.

Since it's debut in Starwing, the FX chip hasn't really been used a great deal. It's only recently, with the likes of Yoshi's Island and Doom, that programmers are starting to experiment with the capabilities of the chip. One problem is that it can dramatically increase the retail price of the game - which may be another reason why it isn't used that much. For games like Dirt Trax however, the FX chip really helps to bring the game to the forefront with increased speed and realism, as hopefully this review and screenshots will prove.

NMS SEAL OF QUALITY

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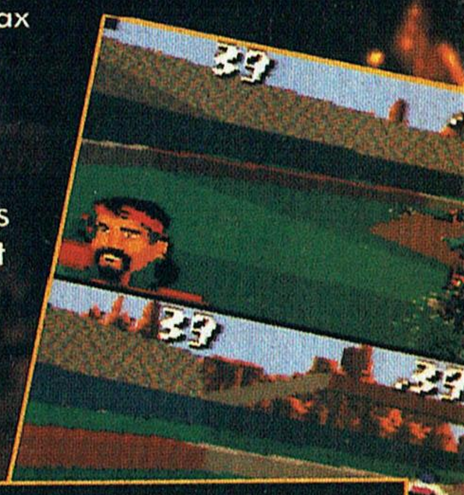
ON YER BIKE

Dirt Trax FX features 22 challenging courses with three speed settings depending on the experience of the rider. The first is the 50cc Kiddies mode. This gives the player ample opportunity to get used to the tracks before upgrading to 125cc or if the player is really daring, the 250cc Pro mode. Unlike most console racing games where the player just keeps their finger on the accelerator, Dirt Trax takes some forward planning. There are so many twists and turns that the player finds their bike keeps flying over the sides of the track meaning a lot of needless faffing as the CPU insists a return to the point of departure. You have been warned.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

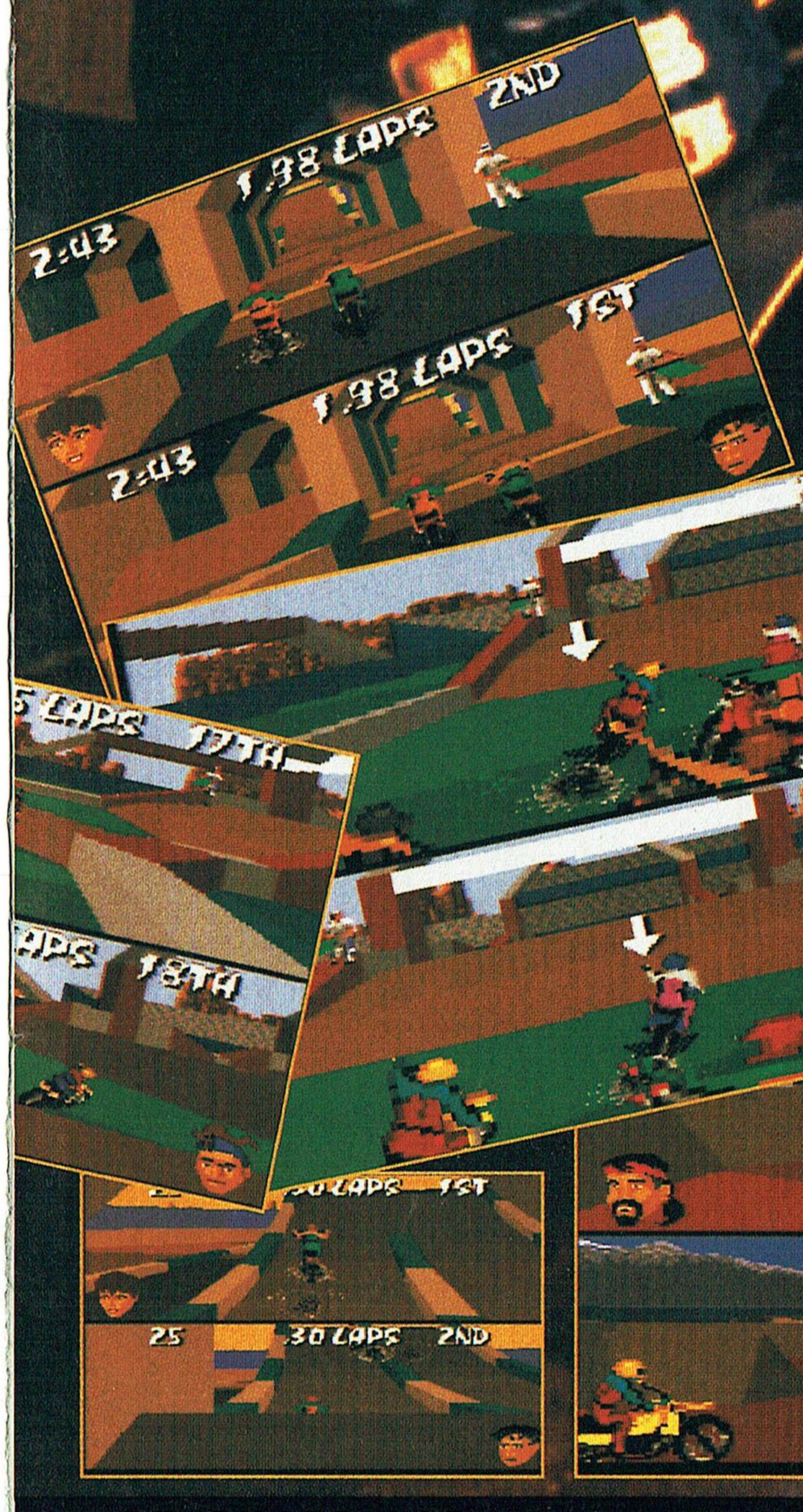
FANCY A BURN UP?

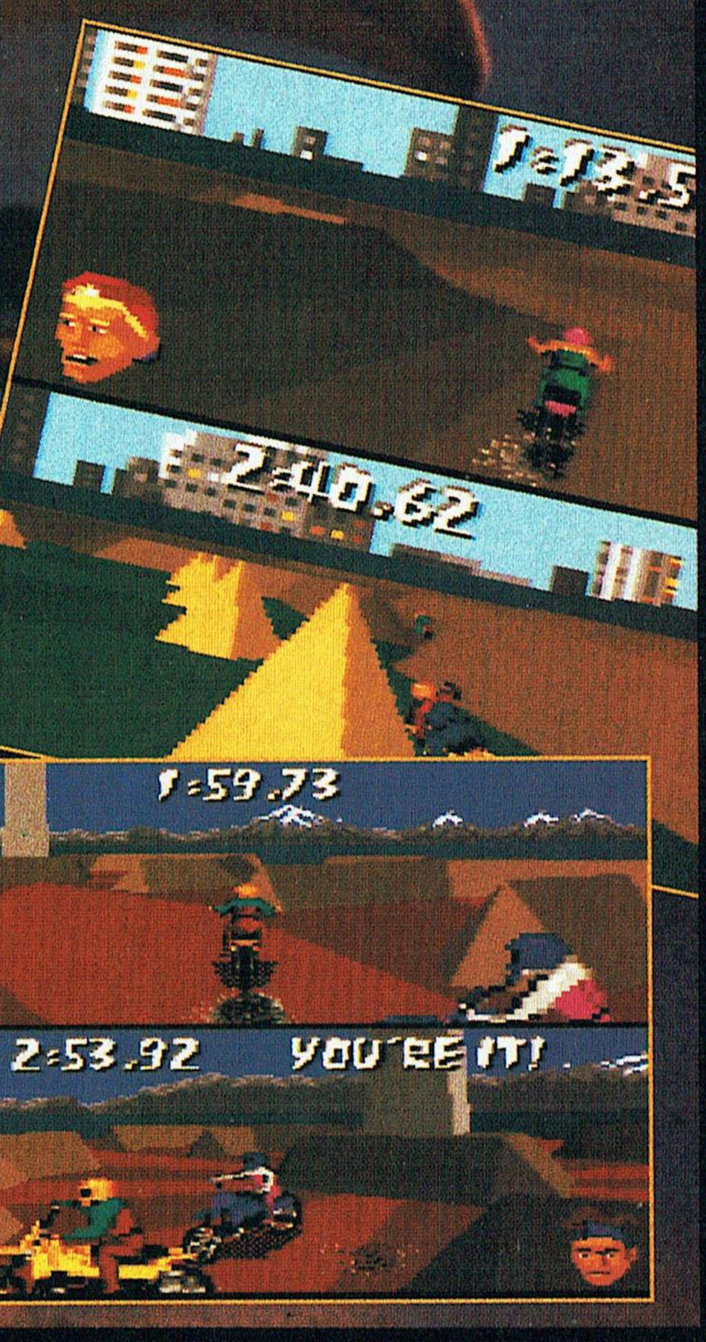
If there is one thing that cannot be beaten in a racing game, it has to be the two-player split screen race and, lucky for us, there is a blinding one in Dirt Trax. It takes a while to get used to this mode. Partly because the player boxes are quite small and another being that there are so many bikes on the track that is is quite easy to lose sight of which bike is yours. Persevere, my friend. Persevere.

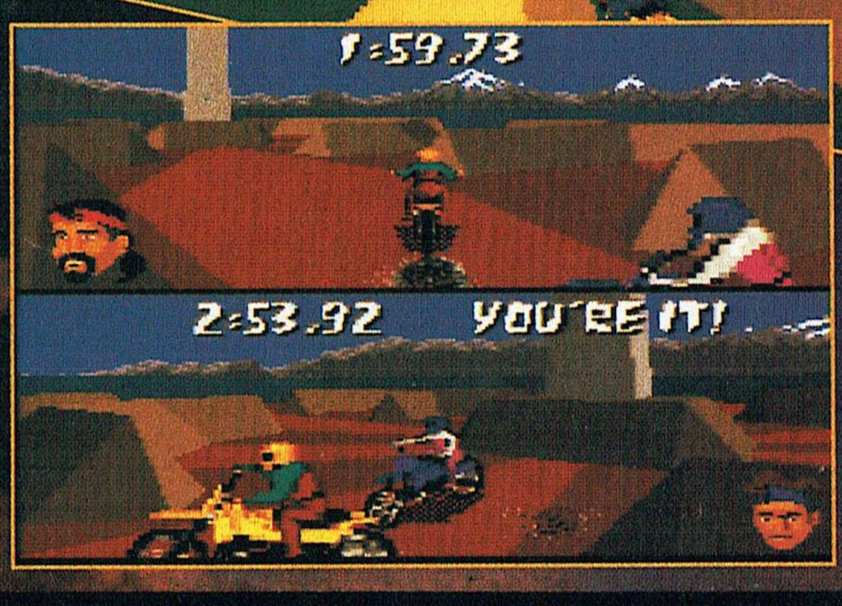
(ABOVE) The marvellous two-player mode. A bit jerkier than one-player, but still a good crack.

YOU'RE IT

Have you ever heard anything more stupid than tag on a motorbike? This odd feature is, in fact, a really great feature of the game and works in the same way as battle mode in Super Mario Kart. Both gamers select their rider and it's off to a variety of obstacle-ridden courses. The riders are given two minutes each and the object of the game is to avoid the person that is 'it' until their time runs out. Every time a player is tagged, their clock begins to count down as the other player's stops. The person with time left is the winner.







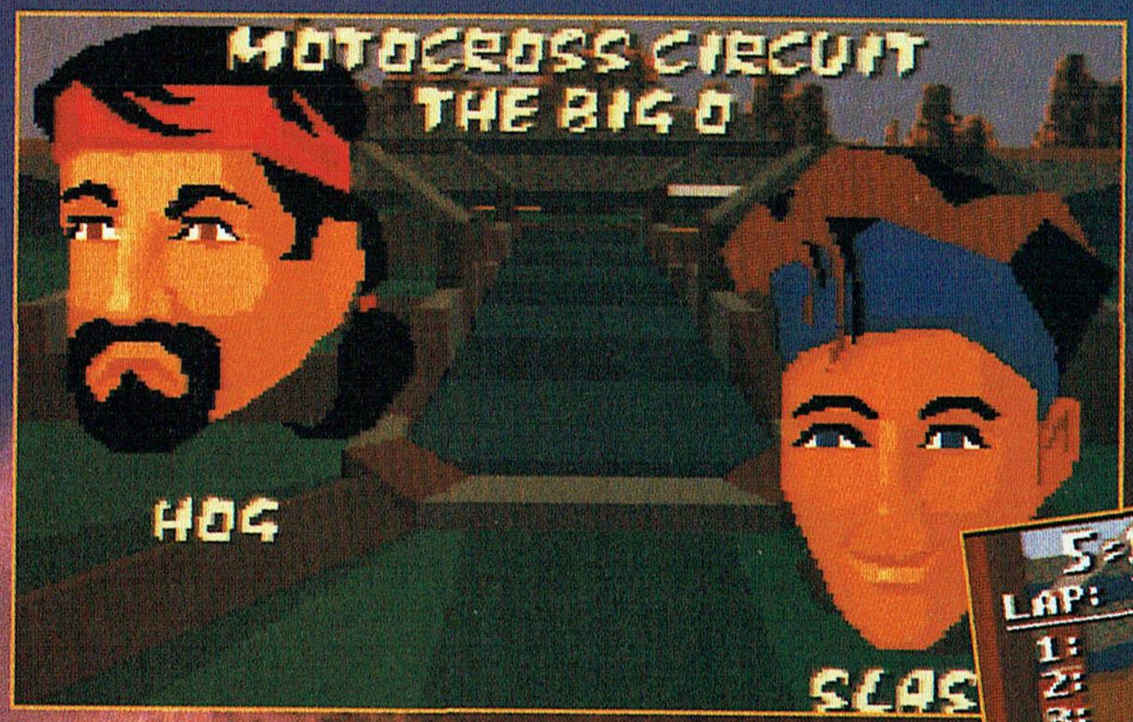
REVIEW

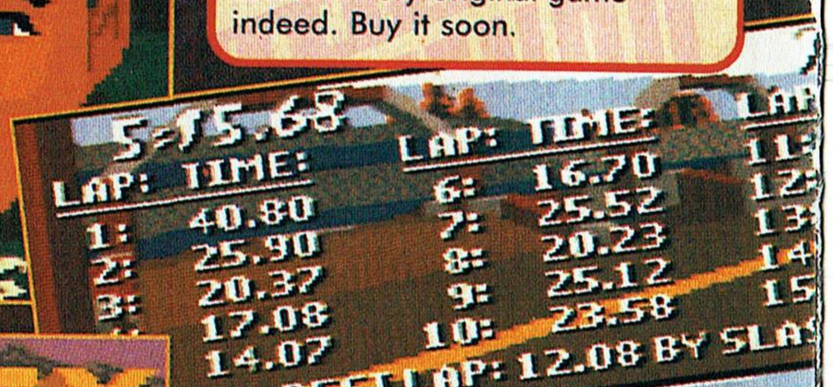
SUPER NINTENDO ENTERTAINMENT SYSTEM

(ABOVE) Sore bottoms are, sadly, an inevitability in this game.

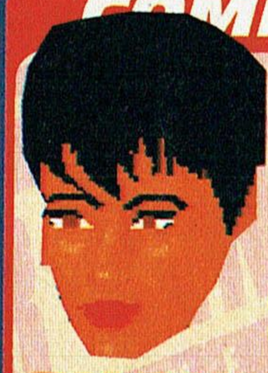
DECISIONS DECISIONS

There are so many choices to make with Dirt Trax. Not only are there 22 courses to and the different race modes but there are also eight characters to choose from. All the riders are very much individuals as they all have their own strengths and weaknesses so it could be down to the players selection as to whether they are the champ or chump.





COMMENT

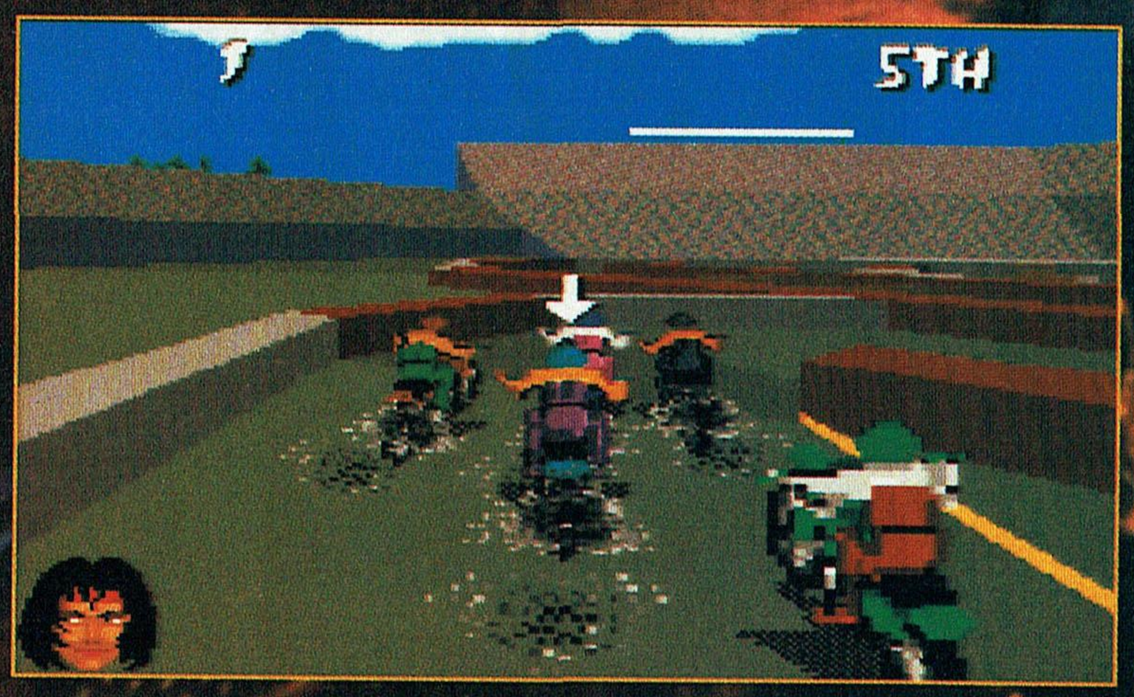


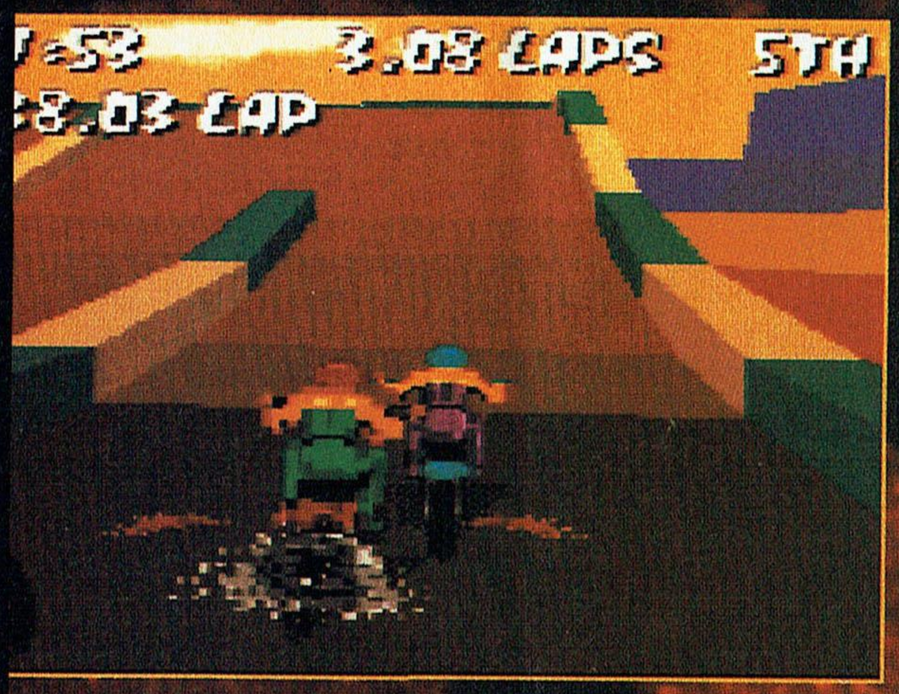
SHAUN

When Dirt Trax first came in the office, I was hardly wetting myself with anticipation. But my opinion has rapidly changed for the better. Dirt Trax FX is an excellent game.The smoothness and speed of the FX-driven graphics are quite remarkable and with the Tag and League options, this game will be continually played in months to come. A very original game indeed. Buy it soon.

STAY ON THE RIGHT TRACK

It is very easy to fly up the straight only to find that there is a sharp bend approaching. Suddenly, the bike has gone soaring over the side and landed in no-man's land. Just so the player knows where they have to rejoin the course, a large arrow points down showing the way back. This can totally cripple the player's race if they go too far astray. Sometimes the player can get away with bouncing back over the wall and carrying on from the point of entry. It all depends on the amount of the track that has been missed out. Best advice is to not be so stupid in the first place.



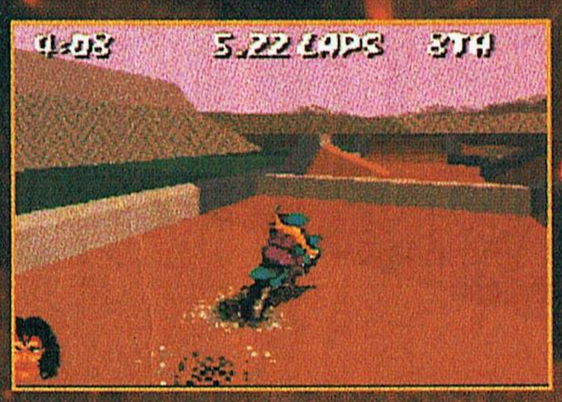


WHAT INCREDIBLE FX

The main feature of the FX chip is to allow polygons to scroll through the screen smoothly and with incredible speed. This really does make the difference with Dirt Trax. Without the chip, the game would be extremely jerky and would probably be a victim of the dreaded slow down. Thankfully, none of this is in evidence here. Dirt Trax has to be seen to be believed.

IN A LEAGUE OF THEIR OWN

Eight players at once? Well no, not quite. But there is an option for up to eight players to form a league and battle it out amongst themselves to determine who reigns supreme in the motorcycle world. Two players race simultaneously using the split screen with the computer randomly selecting the next contestants.



(BELOW) You too could be this custard-haired champion of motocross. Yes, just imagine. Zzzz...

COMMENT

ANDY

Dirt Trax is one of the best, most fun racers I've played on the Super NES in some time. This is thanks to the combination of smooth and speedy FX polygons that make up the tricky courses and good old-fashioned thumb-blistering gameplay that conveys the feeling of a racing very well. Oddly enough, the game is better fun in single-player mode - it seems the FX chip can't handle the split screen of the two-player mode very efficiently. That's not to say that two-player games aren't a blast though, and they certainly beat Stunt Race FX hands down in that department. It plays well too, the bikes are very responsive and there is nothing like the learning curve of Stunt Race. Yep, all told a very impressive title. A must for all race fans.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH			■	
YEAR				■

GRAPHICS — 87

▲ Very smooth FX polygons define the courses well...

▼ ...although they do look a little basic on occasion. Bikes are a bit on the blocky side too

SOUND — 88

▲ Very realistic sound to the bikes

▼ Unfortunately it gets drowned out by the repetitive music

PLAYABILITY — 91

▲ Excellent response from the joypad. Really makes you lean around the bends.

▼ Lightweight control takes a while to get used to.

LASTABILITY — 92

▲ A decent challenge in single-player mode and the two player split screen and tag modes give this game endless months of fun.

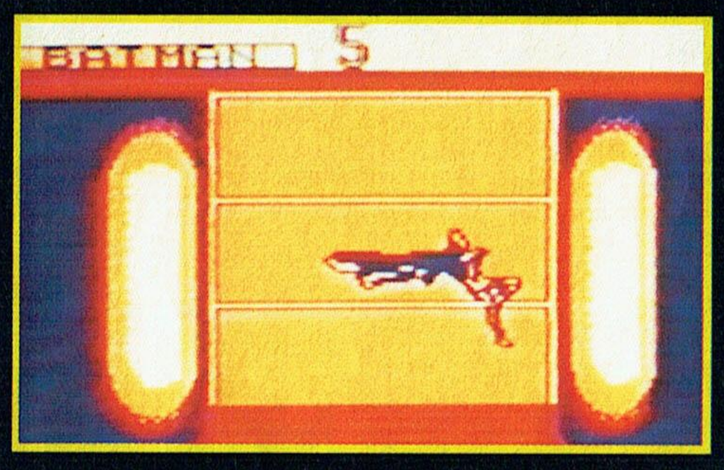
OVERALL — 90

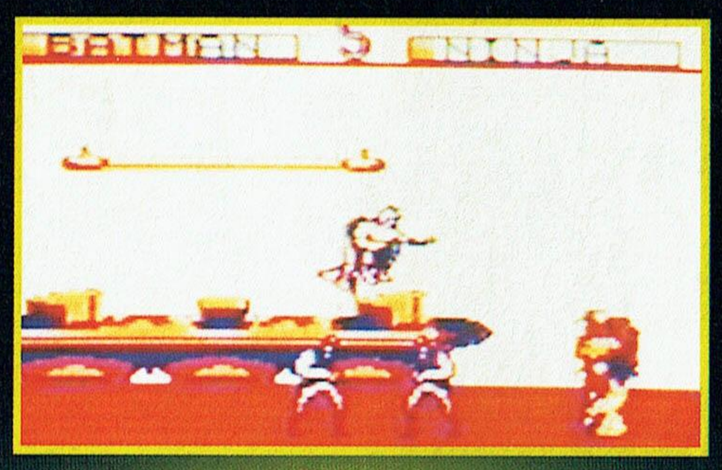
For anyone that wanted a change from cars and karts, there is good news, Dirt Trax FX is here and it's great!

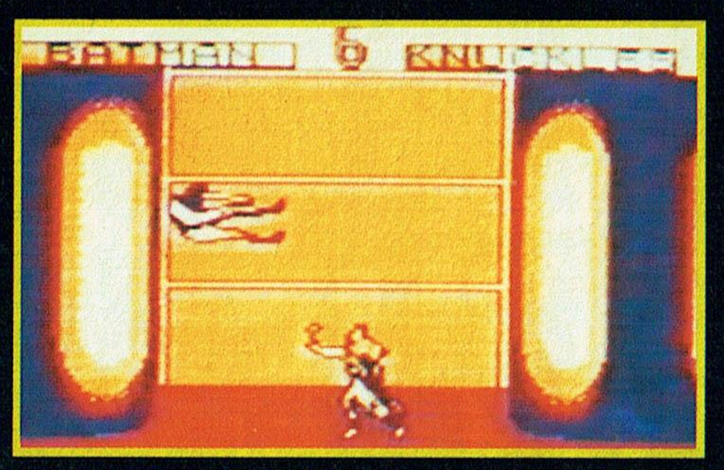
BATMAN FOREVER

HOLY CRAP!

Oh, another movie license. What fun! With gritted teeth I take the cart out and plug it in, hoping that it will actually not suck for a change. Unfortunately, my prayers aren't answered...







HOLY BAT BOLA!

Not surprisingly, this game is a platform/beat 'em up, so you all know the drill. Along with the many Mortal Kombat-esque fighting moves at your disposal, you also have a selection of gadgets to choose from. These include the Batarang, the Grappling Hook and the Cape Morph, which turns you into a Bat Vase! In addition to these standard powers, you can also select specialised weapons at the beginning of each level.

COMMENT

AMOS

Acclaim's motion capture digitising technique gives the fighting moves impressive fluidity, but you'll have to squint to see them if you're not playing this on a Super Game Boy because the sprites are so tiny. The controls and response are among the worst I've ever experienced and you'll be lucky to actually use one of your gadgets via the tricky pad/button combinations. Using the select button to scroll through them would've been more sensible, but it's already used for the ridiculous Cape Morph! I think the programmer lads have tried to be too clever with this cart, ignoring the limitations of the Game Boy, and the result is a frustratingly clumsy and dull hybrid between Mortal Kombat and any other platformer, with barely recognisable sprites and totally muddy presentation. Even if you're the absolute Batman obsessive, this cart must be avoided at all cost! It's utter crap!

RATINGS

- BY: ACCLAIM
- RRP: $69.95
- RELEASE: OUT NOW
- GAME TYPE: PUNCH UP
- CART SIZE: 4 MBIT

GRAPHICS — 50

Smooth animation, but it's been achieved at the expense of everything else!

SOUND — 45

What a load of drivel ... where's the Batman theme?

PLAYABILITY — 20

There are worse things than having to play this for a few days. Like being trapped in a septic tank.

LASTABILITY — 15

This cart will last for years. Pity the game inside won't last more than a day or two.

OVERALL — 15

Possibly the lamest title ever seen on the Game Boy. Stay away!

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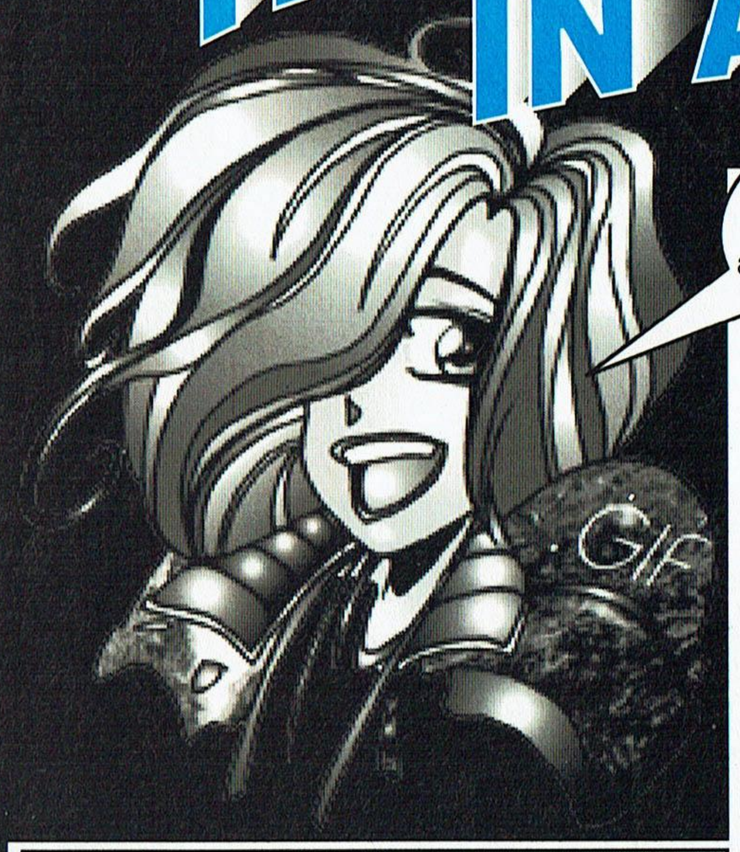

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REVIEW

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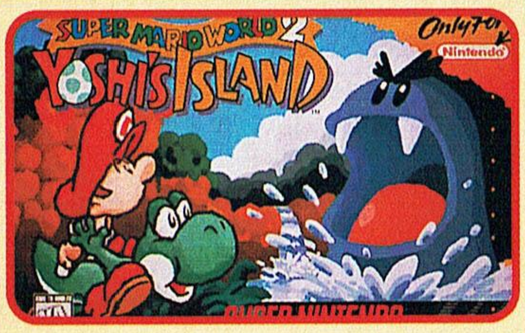


CART SPEC

- BY: NINTENDO
- PRICE: $99.95
- RELEASE: DECEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 16 MBITS

GAME FEATURES

- NO. OF PLAYERS: 1 - 2
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Unlimited
- OPTIONS: Control setup

GAME INFO

- GAME ORIGIN: The sequel to Super Mario World, Yoshi's Island has been in development for the past few years under the direction of Shigeru Miyamoto.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Finish on first day!
- ALTERNATIVES: Super Mario World, Diddy Kong's Quest.

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Excellent

(A) Shoot eggs

(B) Jump

(X) Nothing

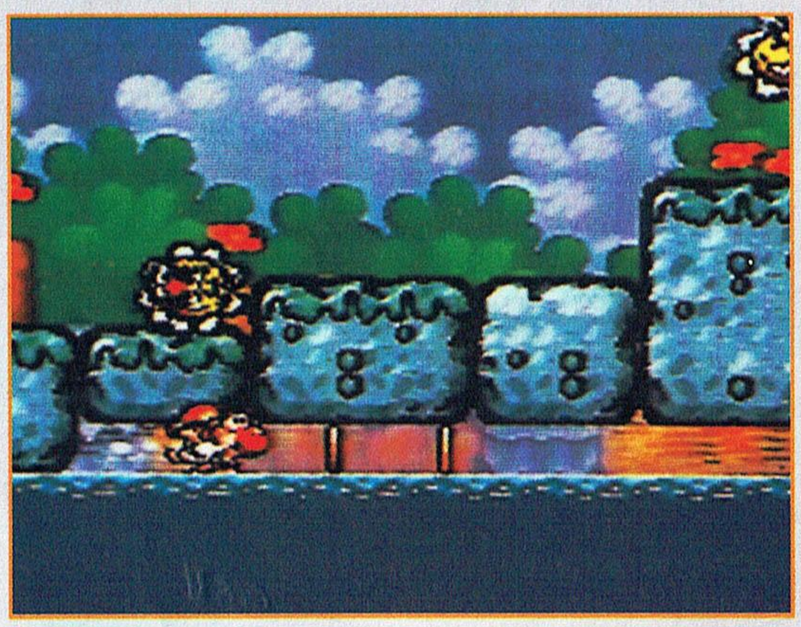
(Y) Eat things

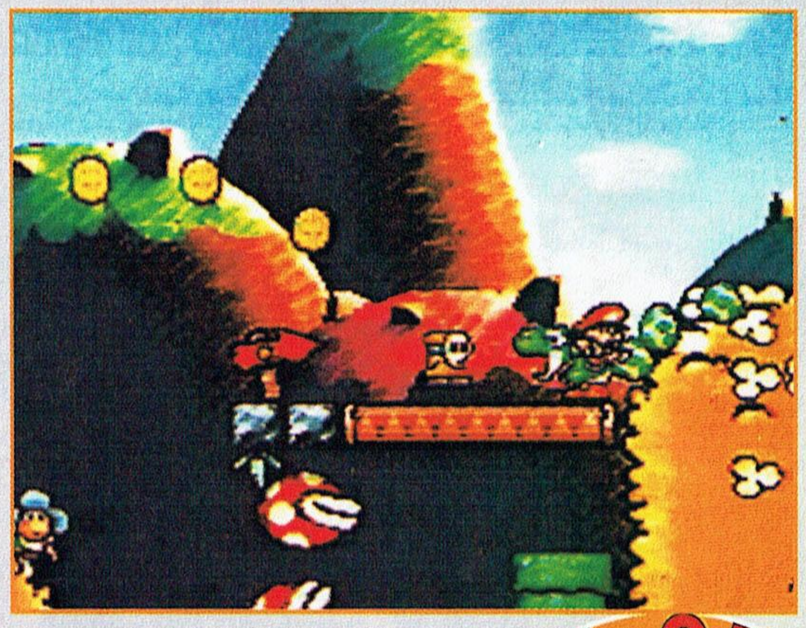
(L/R) Left: Shift screen
Right: Shift screen

(S) Start: pause
Select: Nothing

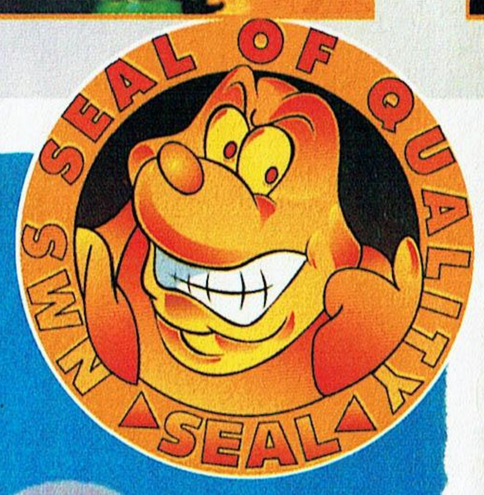
GAME CREDITS

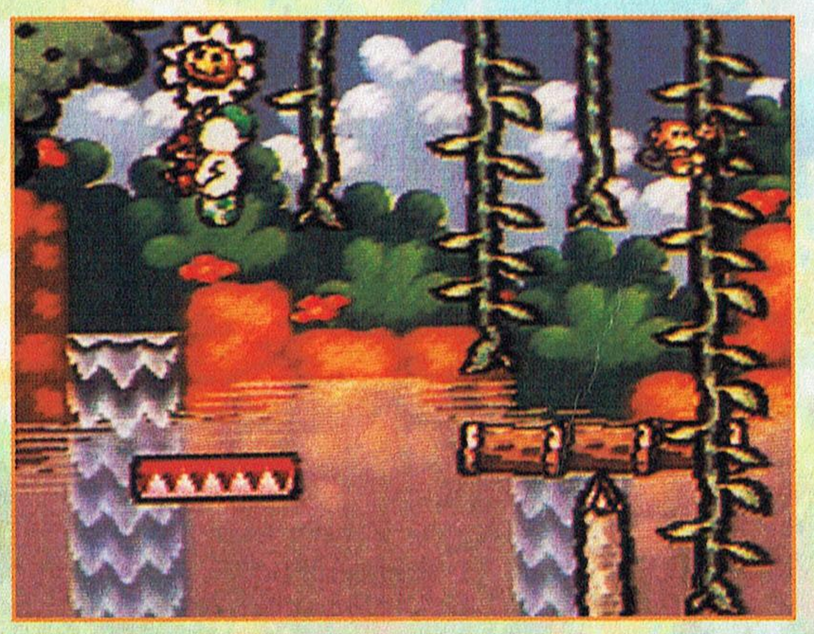
- DEVELOPED BY: NINTENDO (JAPAN)
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © 1995 NCL

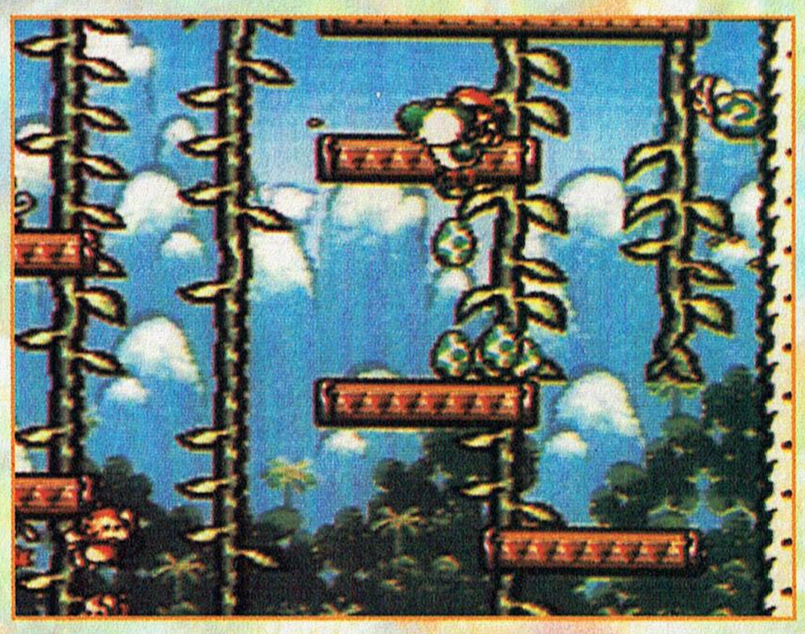


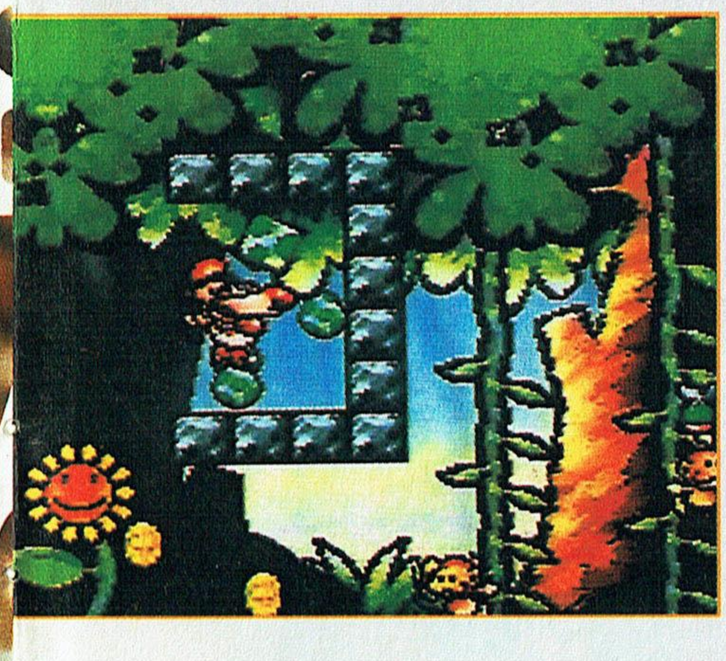


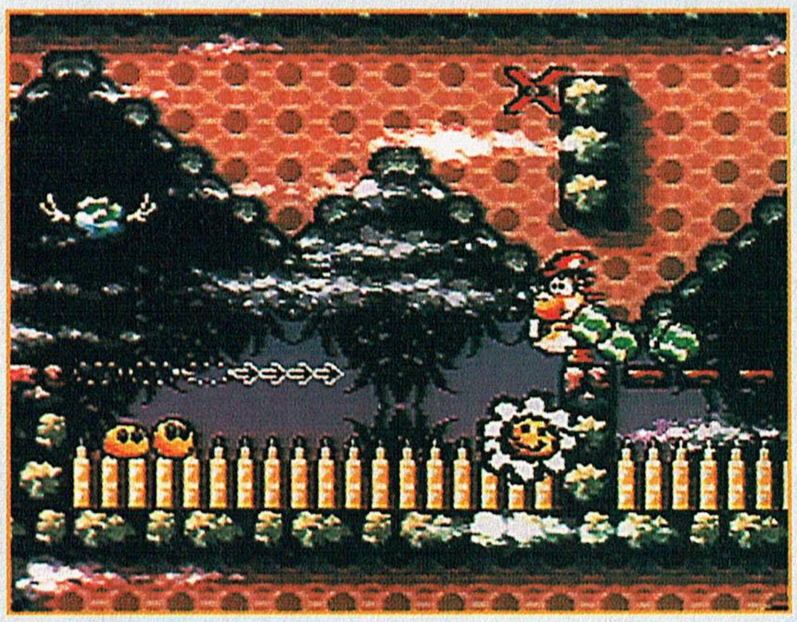
SUPER MARIO WORLD 2
YOSHI'S ISLAND

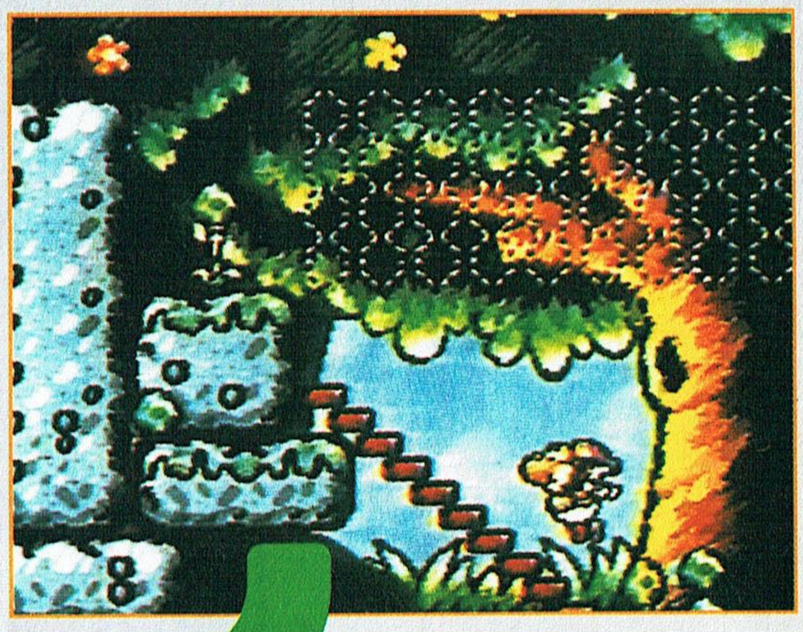










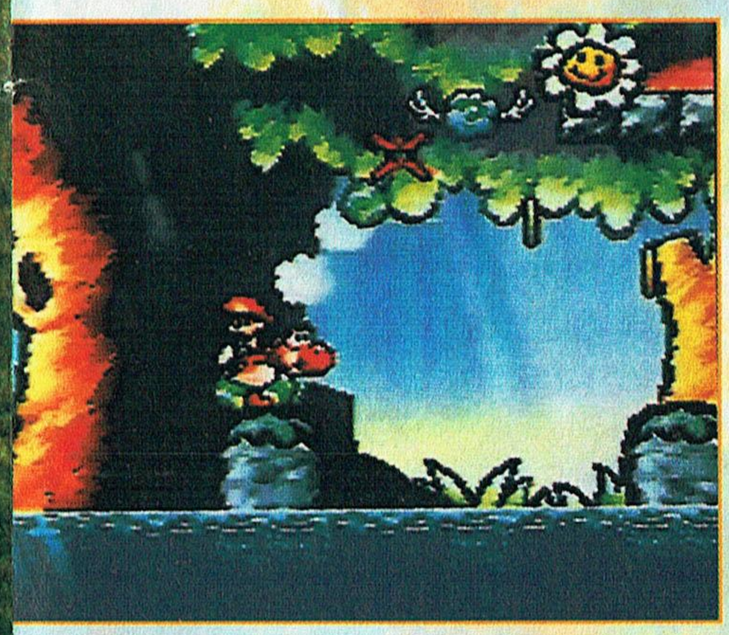


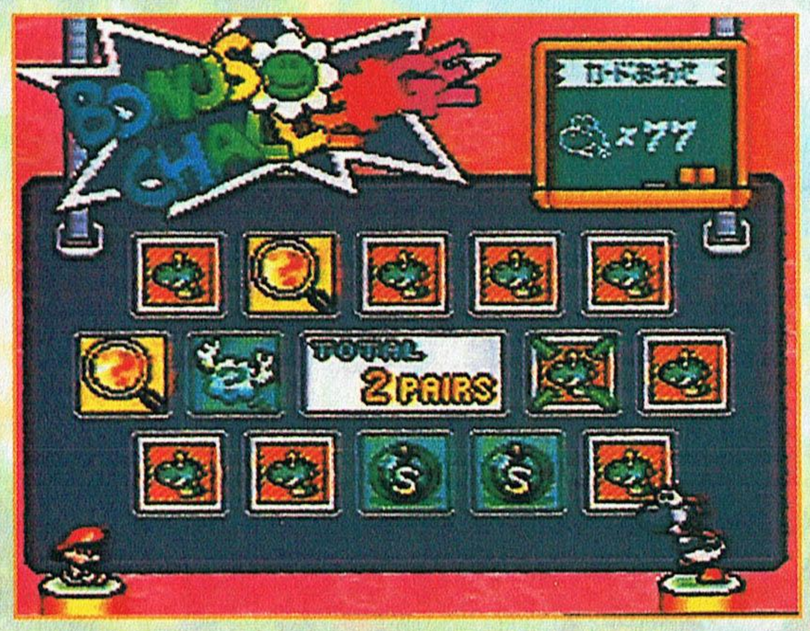
YOSHI'S

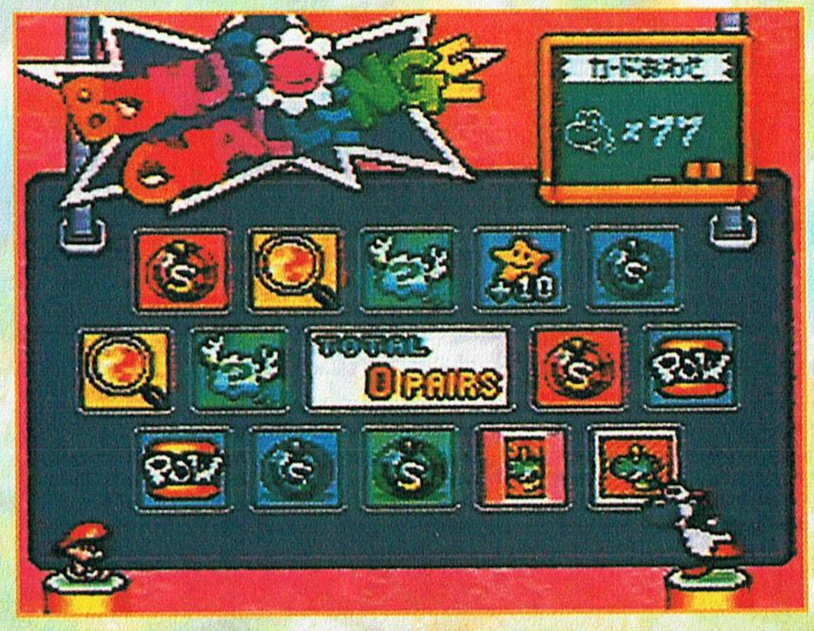
Yoshi's Island is more of a prequel than a sequel to the *Super Mario* games. As the game begins, *Mario and Luigi* are merely babes, being taken by the Stork to their parents in the *Mushroom Kingdom*. But while flying over an island, the Stork is attacked — and he drops his bundle! *Luigi* falls into the sea, where he is kidnapped by *Kamek*, an *evil Magikoopa* from the *Koopa Kingdom*. This evil wizard has learned that the twins will grow into mighty moustachioed plumbers who will bring about the downfall of the Koopas.

Meanwhile, the other baby, *Mario*, falls onto the back of *Yoshi*. Together they set out to *rescue Luigi* and set things right.

ISLAND





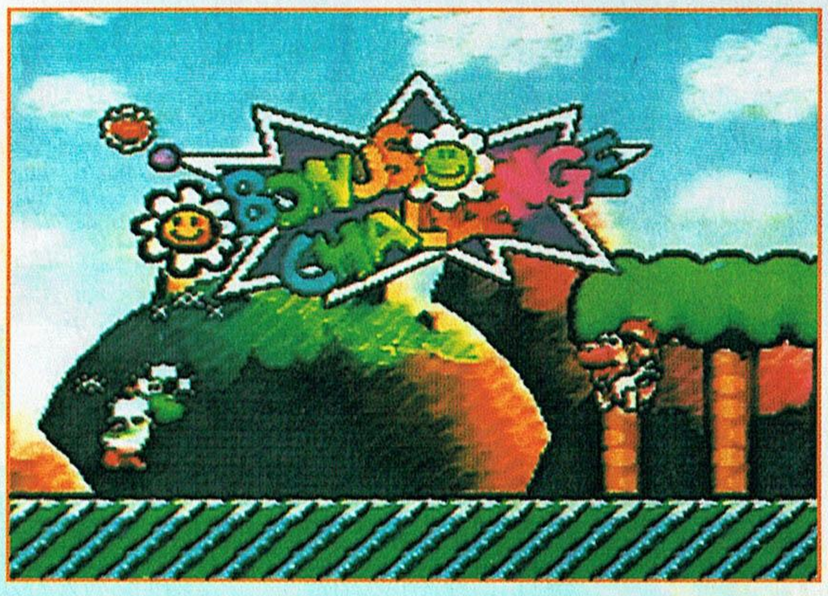


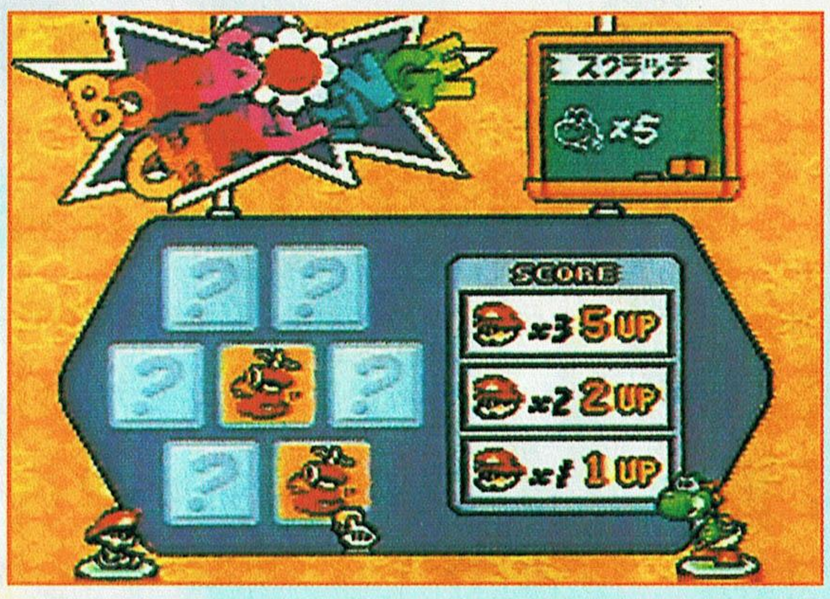
YOSHI ISLAND

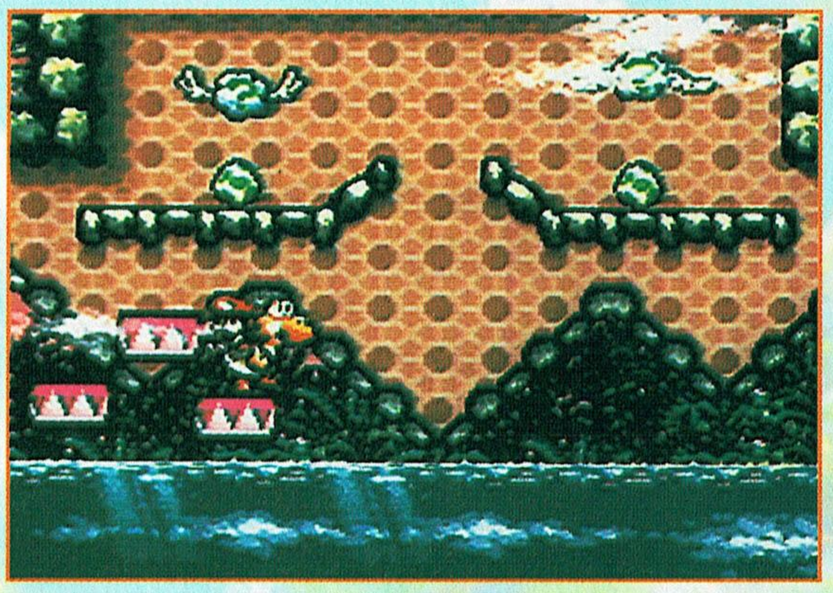
THE GAME

There are six worlds to complete in Yoshi's Island, with eight regular levels and two hidden, bonus levels in each. The worlds are all similar in look and feel to Super Mario World – they all consist of hills, tunnels, caves, ruins, jungles, lakes, bridges and the usual various platforms and obstacles. As far as the worlds go, there is no particular theme running through any of them expect for world number five – Ice World.

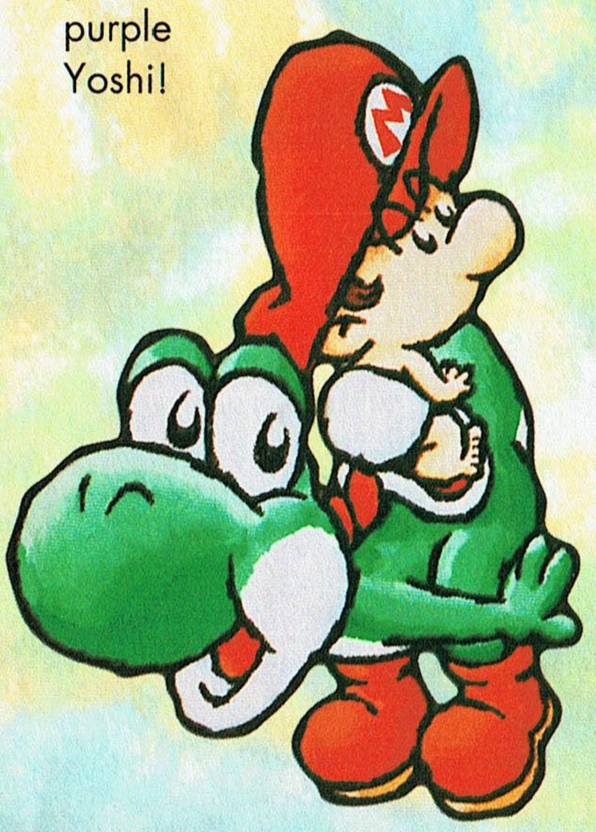
At the end of each level, Mario is passed from one Yoshi to another – much like a relay race! The first Yoshi is the green one we all know and love, but along the way you meet a blue Yoshi, a red Yoshi, a yellow Yoshi and even a purple Yoshi!







YUMMY YUM YUM!

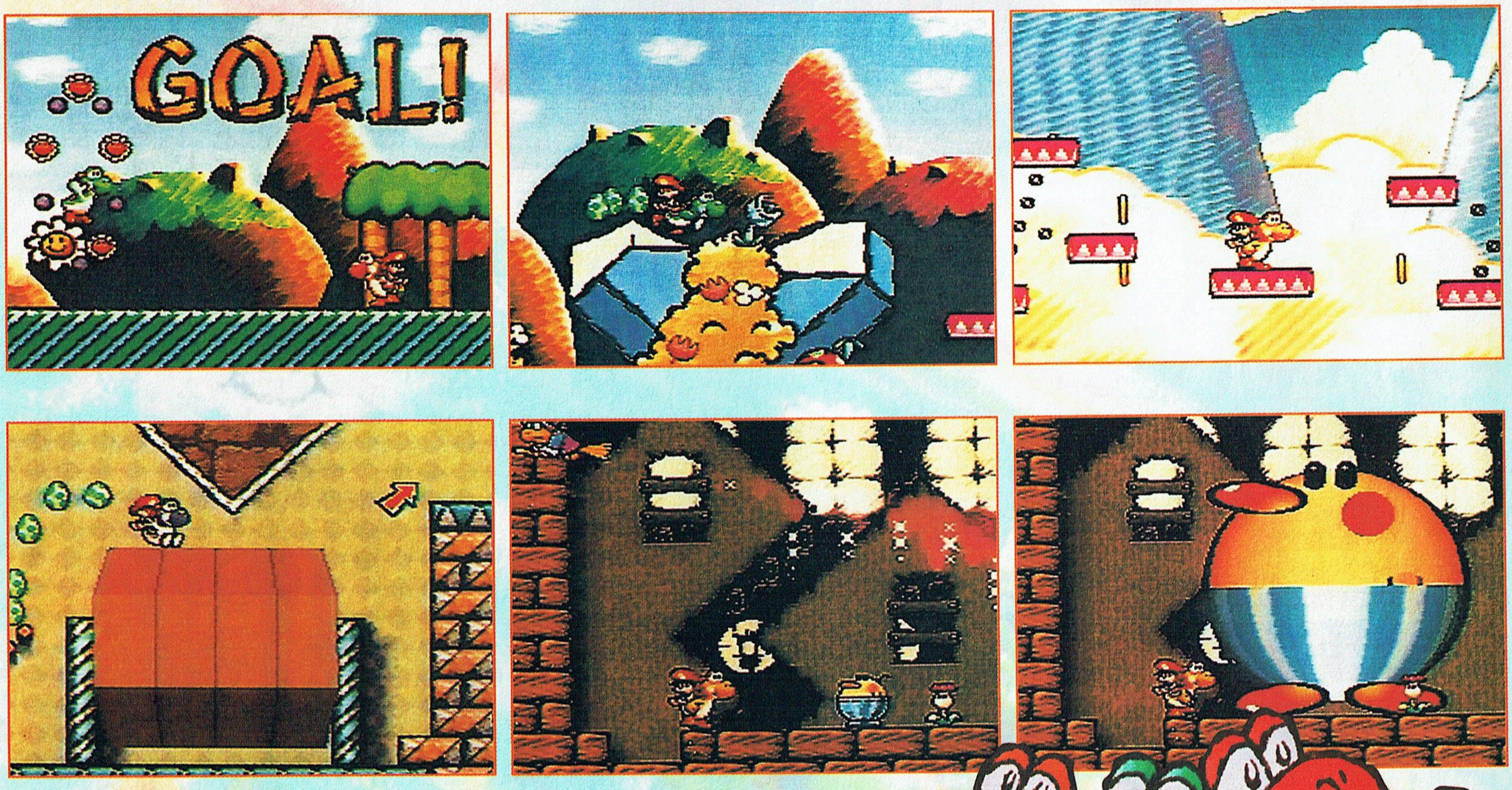


'S FRIED OR SCRAMBLED?

Yoshi's main weapons in the game – apart from jumping on his enemies, of course – are eggs that he lays after eating an enemy. Simply grab an enemy with Yoshi's tongue, press down on the D-pad and Yoshi lays an egg. Yoshi can have an arsenal of up to six eggs at once. You use the A-button to aim and launch the eggs.

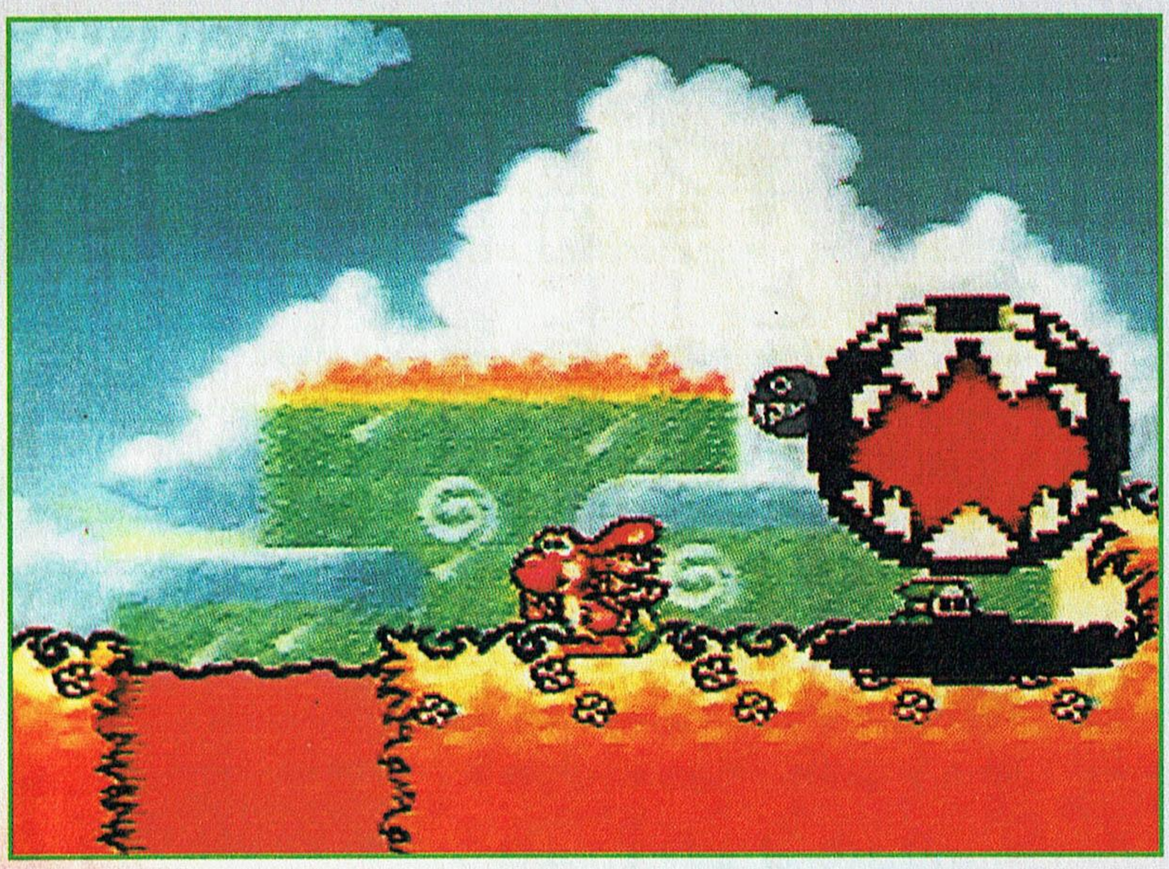
The other main items to collect in the game are yellow coins, much as in Super Mario World. You get a 1-up for every 100 you collect. There are also 20 red coins hidden among the regular coins in the level. Collect 20 of these for a 1-up.

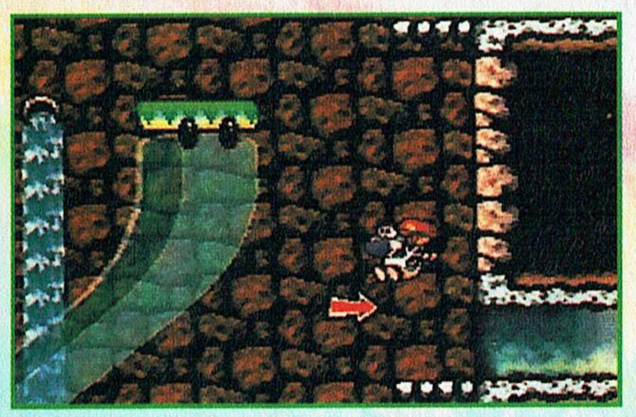
Also throughout each level, you come across a little winged cloud with a green question mark on it. Hit this with an egg for all sorts of useful stuff – sometimes a bridge when you need it, or a 1-up, time stars, extra coins and so on.



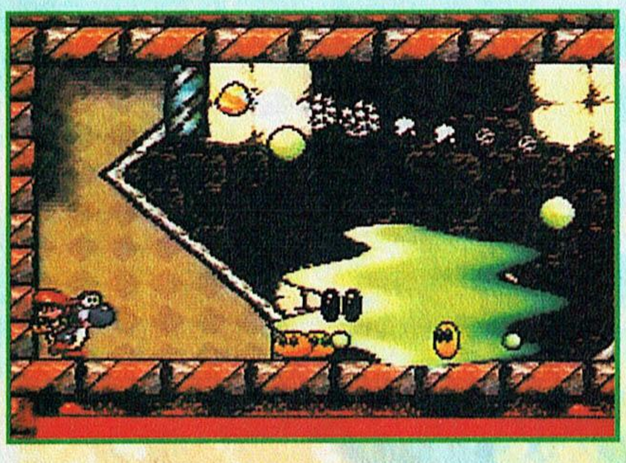
Visually, Yoshi's Island is bolder, brighter and busier than Super Mario World. The main other difference is that the backgrounds appear to have been drawn with coloured pencils – a nice touch that gives an almost surreal quality to the game. There is no time limit to complete each level, which makes the game a little easier than its predecessor. But, if Mario is knocked off Yoshi's back, you have a certain amount of time to get him back or it's curtains. In the first half of the level, you have ten seconds; in the second half, this rises to twenty. And you can collect time bonuses at various stages, which increase the amount of time you have to regain Mario, to a maximum of 30 seconds. A great feature of the game is that Yoshi doesn't die when hit by an enemy – he just loses Mario. But if you don't get Mario back in the time limit, then it's all over!

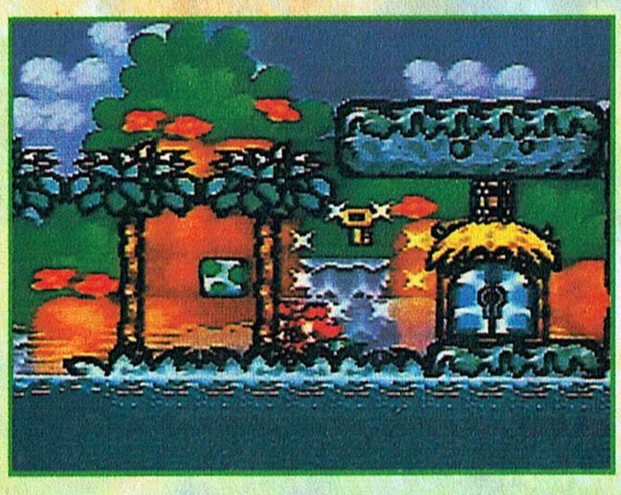
YOSH





GIVE IT TO 'EM

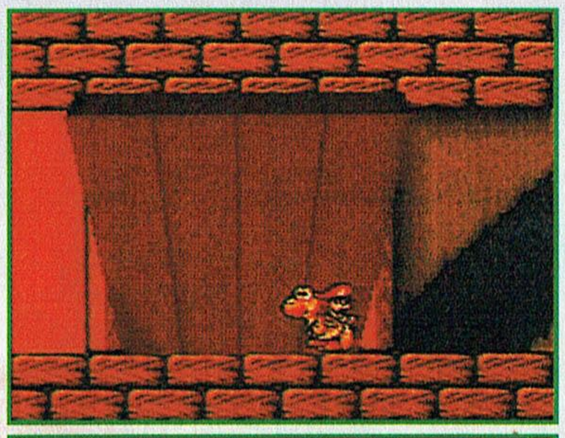


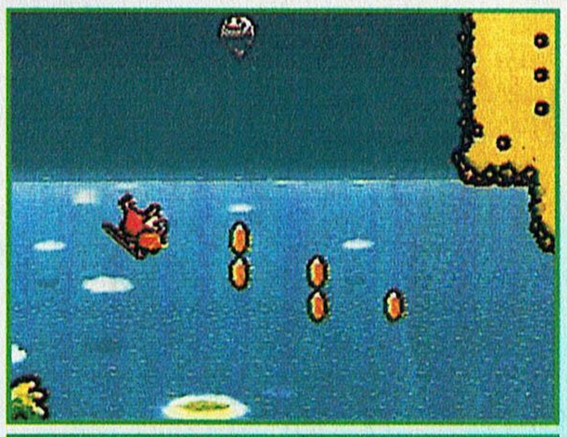


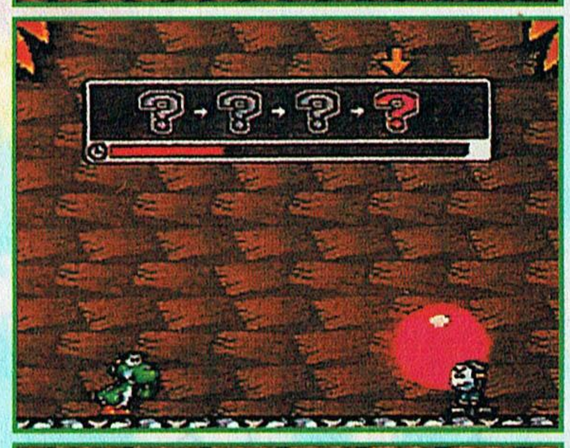
Scattered throughout the levels are information blocks and egg blocks. The info blocks work the same as in the previous Mario games – hit them and a hint comes up on a blackboard. The egg blocks, which are white with green dots on them, dispense eggs when hit from below by Yoshi. A great way of keeping the arsenal at full strength!

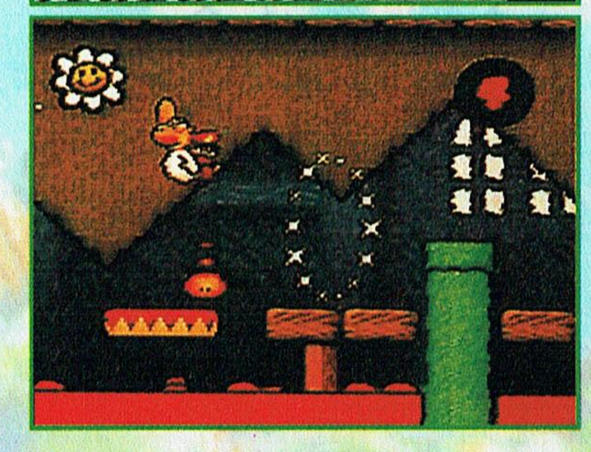
At various stages of the game, Yoshi can morph into a different kind of vehicle to get past a particularly difficult bit of terrain. By finding the right power-up, Yoshi can, for a short period, change into a helicopter, a tank, a submarine, a car and a train. These will help you get through difficult stages.

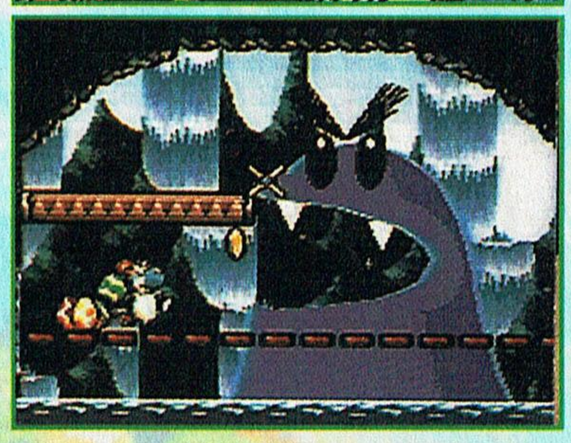
As well as his eggs, Yoshi can also find watermelons along the way and use them as weapons. All he has to do is eat the melon and he gets its weapon power for a short time. The Green watermelon lets Yoshi spit out pips, the Red lets him breathe fire and the Blue gives him freeze breath.











I'S ISLAND

SUPER MARIO WORLD 2 YOSHI'S ISLAND

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	
ACTION	■	■	■	■
CHALLENGE	■	■	■	
REFLEXES	■	■	■	
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

GRAPHICS — 94

▲ Highly imaginative and colourful, the graphics are reminiscent of Super Mario World.
▼ Occasional slowdown, but hardly noticeable.

SOUND — 88

▲ Typically jolly Mario-esque music and sounds.
▼ Good, but it gets a bit samey after a while.

PLAYABILITY — 96

▲ Oh joy! Perfect response, heaps of variety.

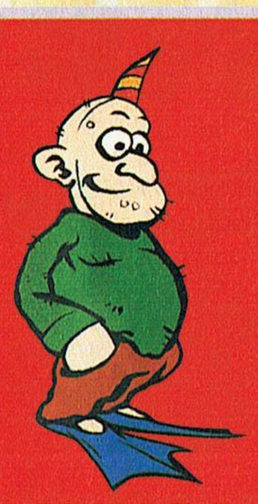
LASTABILITY — 90

▲ Not terribly hard, but there's more than enough to keep you coming back for years to come.

OVERALL — 96

The best Super NES platform game since the first, Yoshi's Island is classic Mario gameplay through and through. Miss out at your peril!

COMMENT

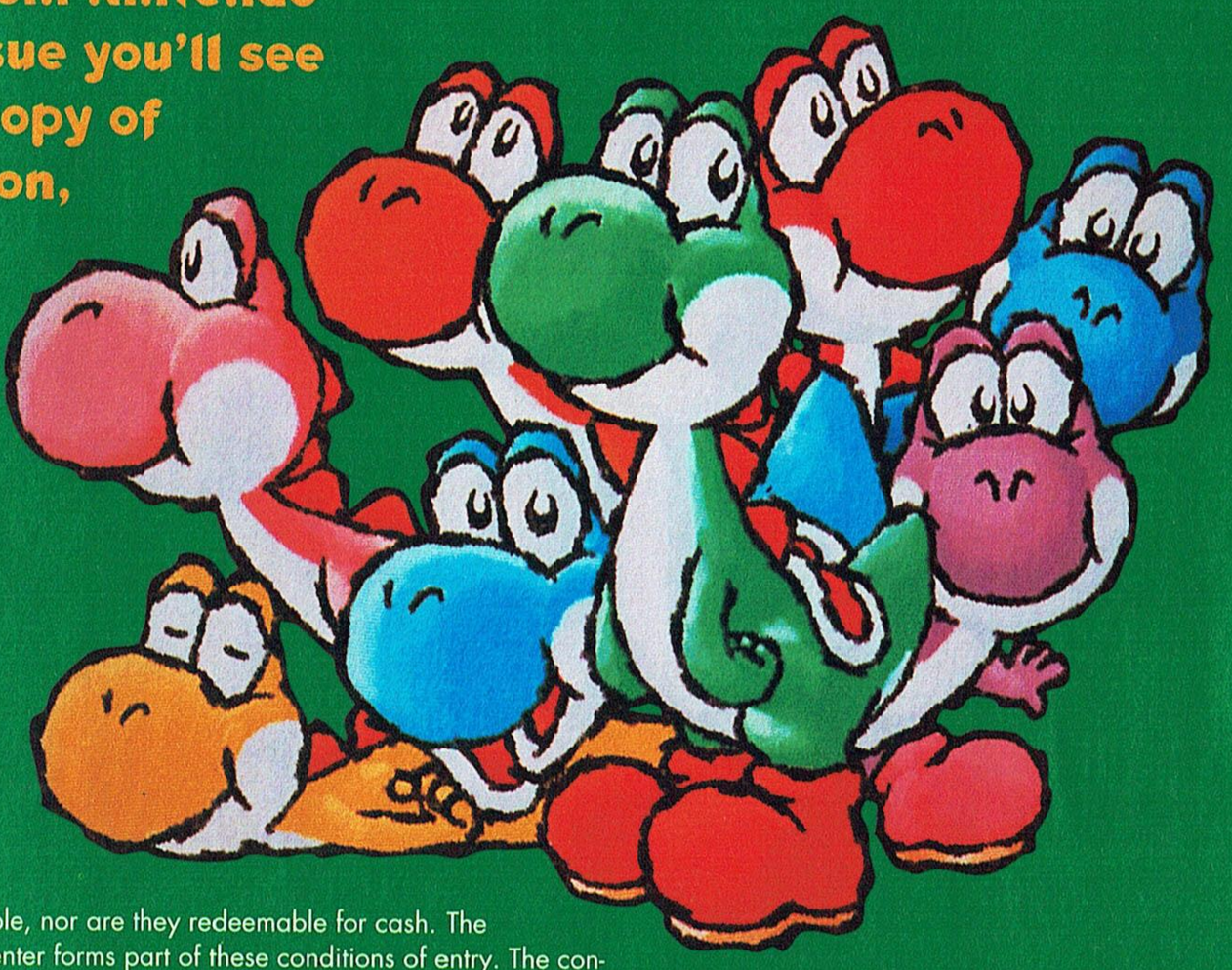


STUART

While it's certainly not as flash looking as Donkey Kong Country or Killer Instinct, Yoshi's Island is a lovely little game in its own right. The Super FX chip has been put to good use to come up with a worthy successor to Super Mario World. The sprites are all big, colourful and easy to handle, while the bosses themselves are something else! Yoshi's a great character and no doubt this game will see his popularity rise even further, perhaps even to the point of eclipsing Nintendo's chubby little plumber. One touch I particularly like is the background shading, which gives the appearance of having been coloured in with pencils. It's a look that kids – and this really is a kid's game in the true sense of the term – are going to love, as will plenty of the bigger kids who will not be able to resist this game's charm. The only gripe I have is that, at only 48 levels plus 12 hidden bonus stages, the game's a bit short. But there should be plenty in it to keep players coming back again and again, as they did with Super Mario World.

Win A Super NES and Yoshi's Island

Yoshi's island is the latest Mario game from Nintendo and if you check out the review in this issue you'll see how good it is! For your chance to win a copy of Yoshi's island and a Super NES to play it on, we want you to draw a picture of any character from the game. Have a look at the pictures in the review on pages 26 to 31 for ideas, then send you drawing to Yoshi Forever!, NMS, PO Box A305, Sydney South, NSW 2000 by Wednesday, January 3, 1996.



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Conditions of Entry The promoter is Capital Games Centre, Shop 2/54 McCrae St, Dandenong, Vic 3175 (ACN 057 025 939). Entry is open to all residents of Australia and New Zealand. Entries close at 5pm, Monday, February 12th, 1996. The winners will be notifyed by mail. Prizes are not redeemable for cash. The decision is final and no correspondence will be entered into. Information on how to enter

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Important Announcement

The Ren & Stimpy Show 1996 Diary will be on sale next month.

Thank You

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REVIEW

GAME BOY

CART SPEC
- BY: CAPCOM
- RRP: TBA
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 4 MBITS

GAME FEATURES
- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Difficulty, time limit, sound test.

GAME INFO
- GAME ORIGIN:

Street Fighter II? Nope, never heard of it.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Finish on one credit.
- ALTERNATIVES: MKII, Primal Rage, any Neo Geo conversion.
- SUPER GAME BOY FEATURES:

Each stage has a border taken from the Super NES version

GAME CONTROL
- CONTROL: Game Boy
- RESPONSIVENESS: Slow

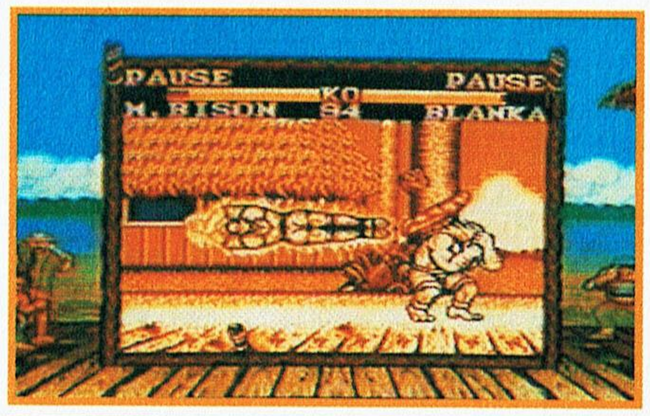
A Kick

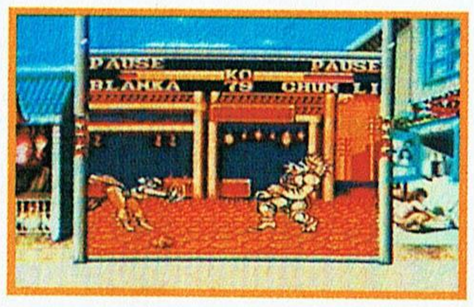
B Punch

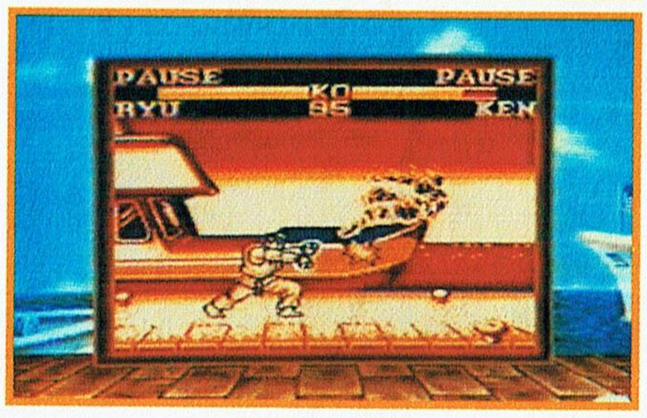
S START: Pause

S SELECT: Nothing

GAME CREDITS
- DEVELOPED BY: CAPCOM
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: ©1991, 95 CAPCOM



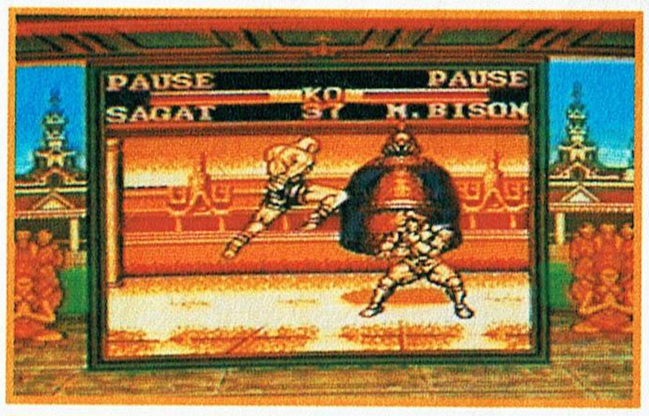


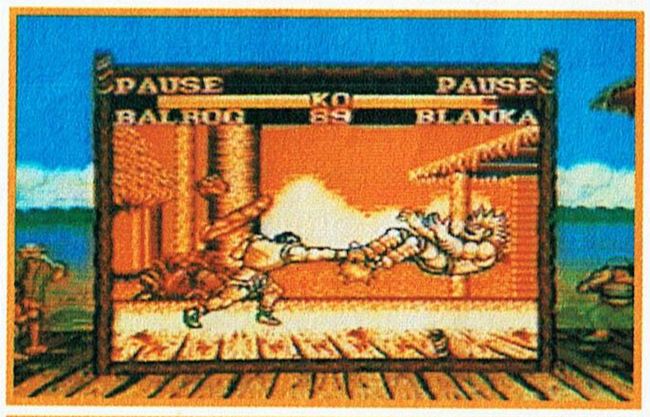


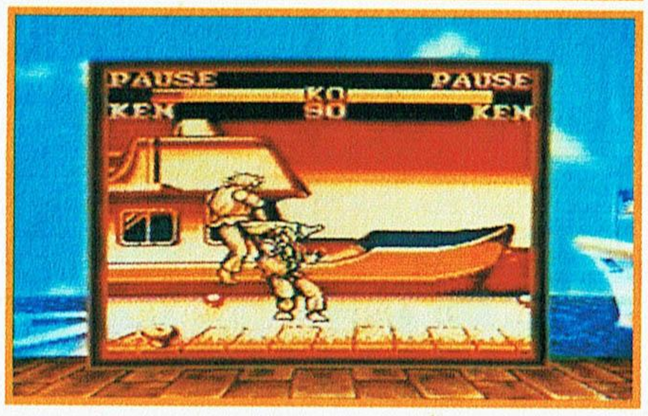
STREET 2

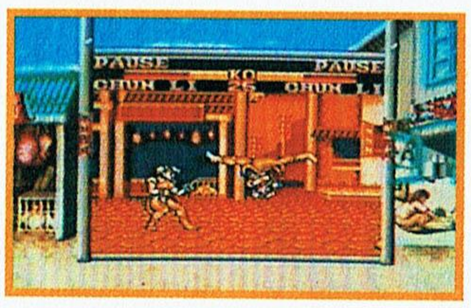
SURVIVAL OF THE FITTEST

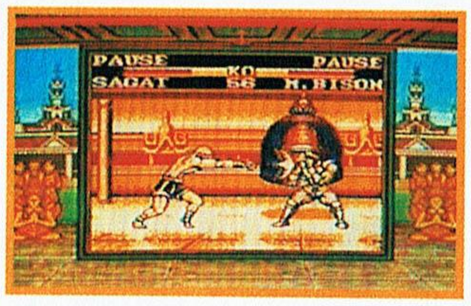
The Game Boy incarnation of Street Fighter II features a special survival mode in which your chosen fighter is pitted against all the others in a series of single round do-or-die matches. At the end of each round, assuming you win, you receive a portion of energy back. Then it's straight into the next fight, until you have defeated all the other fighters as well as your clone. Defeat them all and you'll be on top of the world, lose and it's all over - there are no continues in survival mode.

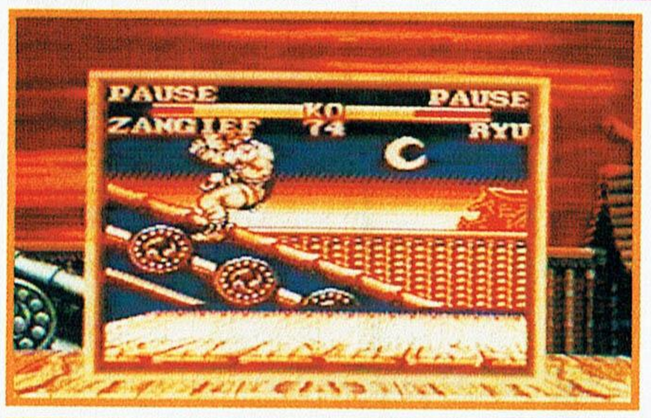


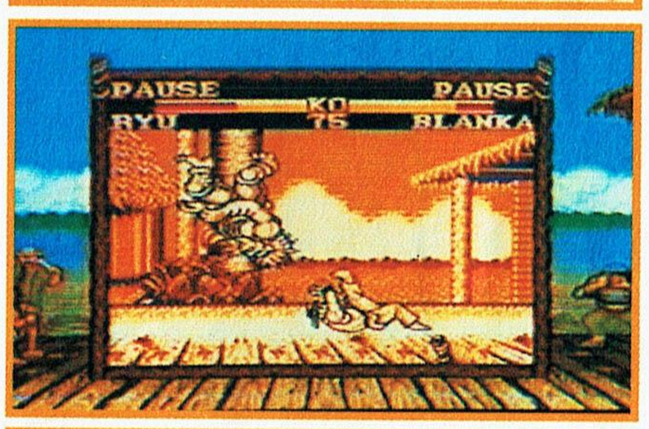












COMMENT

Street Fighter on the Game Boy has been the subject of much interest since the original made the translation to the Super NES. In fact, one UK magazine even went to the trouble of faking a screen shot for an April Fool's joke, the result being hundreds of Game Boy owners sending NMS letters asking when it would be available! Now it does exist, and the question remaining is whether or not it lives up to expectation. Well, the answer is both yes and no. Yes, in that it's completely faithful to the original, with all the moves, etc. being exactly the same and work in the same way. The negative aspect, however, is the slow animation which, although it looks good, seems to be struggling to keep up with the action. There's a slight delay between performing a special move and when it happens on screen which leaves you briefly unsure whether or not it has worked. Also, the jumping is a bit dodgy as the Game Boy can only manage to show a few frames of the jump in the air, leaving you to wonder exactly where you're going to land and making it difficult to time kicks and other attacks.

Street Fighter II on the Game Boy is playable, and hard cases who can't get enough can now play 24 hours a day, but you have to realise the limitations and that it isn't a substitute for the real thing.

ANDREW

FIGHTER

The Game Boy version of *Street Fighter II* contains elements of all arcade versions, from the original to *Super SFII Turbo (X)*, although only nine fighters appear. All fighters can be selected. Players will also face a clone of themselves in the one-player modes. Included are Ryu, Ken, *Chun Li*, Blanka, Zangief, Guile and bosses Balrog, Sagat and *M. Bison*. Missing is Dhalsim, Honda, Vega and all of the "new challengers" from *Super SFII*.

COMMENT

At first glance the Game Boy conversion is admirable indeed. All the characters are immediately recognisable and their fighting stances and techniques are remarkably close to the original version. The backgrounds, too, are detailed without obscuring the action. Even the music is recognisable, despite the feeble Game Boy speaker. In terms of presentation it's very good. When you play this game on a Super Game Boy the borders are a full colour frame of the stage you're fighting in!

But flaws soon become apparent. Those of you that like your fighting action fast will find things very S-L-O-W and roughly animated. Although the special moves and combos are easily performed, the overall response is a bit on the sluggish side. I know it's a tall order, but the lack of speed and decent sound effects really detracts from the enjoyment of games such as this, and all in all I couldn't think of a reason why anyone owning a Super NES version would ever want to get this ... unless you've been possessed by Street Fighter fever after watching the anime and must play the game everywhere, all the time. Then again, maybe having a go on this will cure you!

AMOS

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■	■	
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	
DAY	■	■		
WEEK	■	■		
MONTH	■			
YEAR	■			

GRAPHICS — 86

▲ The fighters are a decent size and the backgrounds are pretty good. Looks great on a Super Game Boy.
▼ The animation is a bit choppy.

SOUND — 60

▲ The music is surprisingly close to the original scores.
▼ Unfortunately, the effects are terrible and fighters don't call out the names of their special moves.

PLAYABILITY — 70

▲ All the moves work as they do in the other versions.
▼ The sluggish response and choppy animation slows the action down and effective combos are near impossible to achieve.

LASTABILITY — 82

▲ Street Fighter II has always been a winner in this department, especially in two-player mode.
▼ Unfortunately, the flaws in response and animation soon become apparent and may deter you.

OVERALL — 74

A fair conversion of the original and probably the best beat 'em up possible on the Game Boy, but the reduction in speed and fine control may disappoint fans.

REVIEW
GAME BOY

CART SPEC
- BY: ATARI
- RRP: $39.95
- RELEASE: OUT NOW
- GAME TYPE: SHOOTER
- CART SIZE: 1 or 2 MBITS

GAME FEATURES
- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Not today, matey.

GAME INFO
- GAME ORIGIN:

Release respectively in 1982 and '83, Centipede and Millipede are arcade classics from the days when Atari ruled supreme.

- GAME DIFFICULTY:

Progressive

- SCORE TO BEAT: Your best
- ALTERNATIVES: Whatever takes your fancy
- SUPER GAME BOY FEATURES:

Original arcade cabinet borders.

GAME CONTROL
- CONTROL: Game Boy
- RESPONSIVENESS: Good

A Shoot

B Shoot

S START: Pause

S SELECT: Nothing

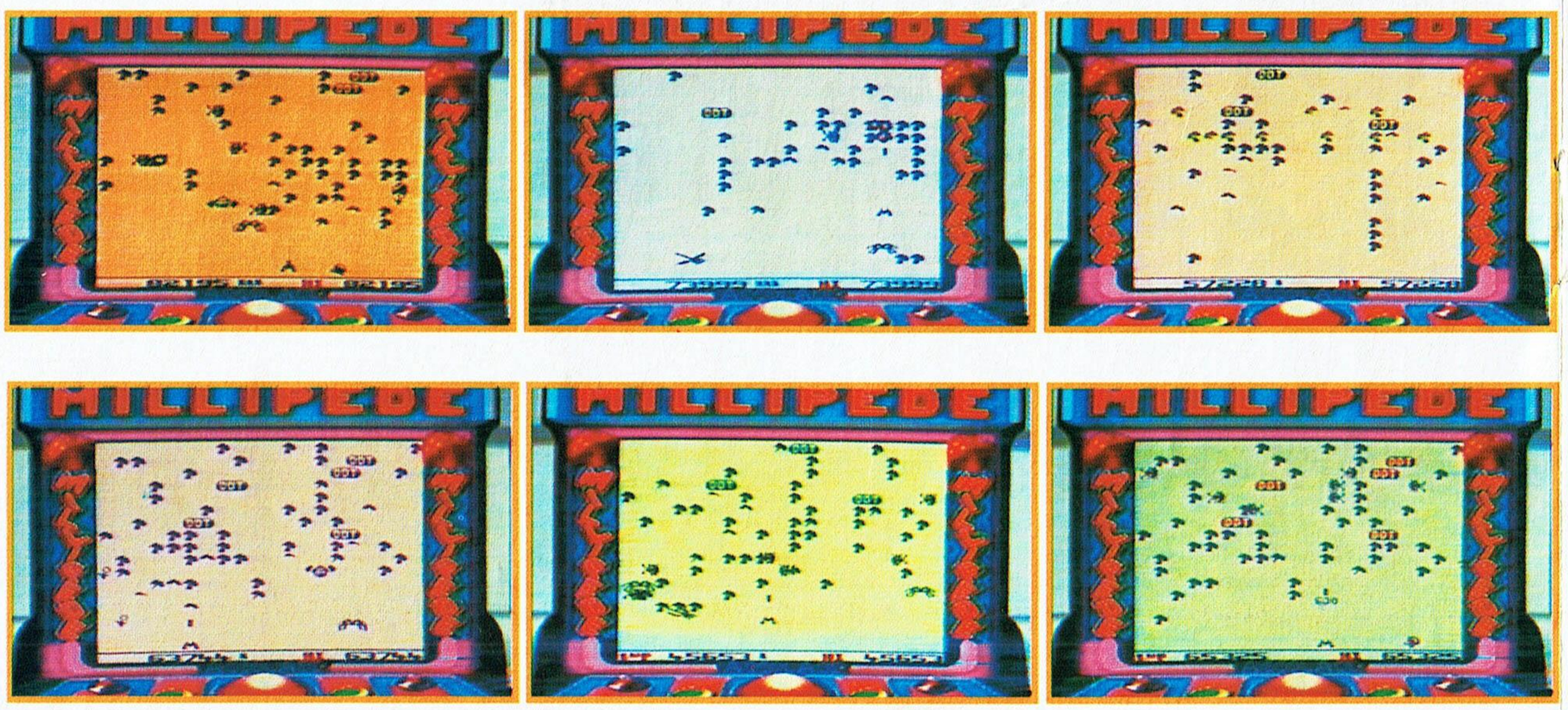
GAME CREDITS
- DEVELOPED BY: ACCOLADE
- DISTRIBUTED BY: NINTENDO
- MADE IN: USA
- ARTWORK: ©1982, 83, 95 ATARI CORP.

MILLIPEDE

ARCADE CLASSICS NO.2

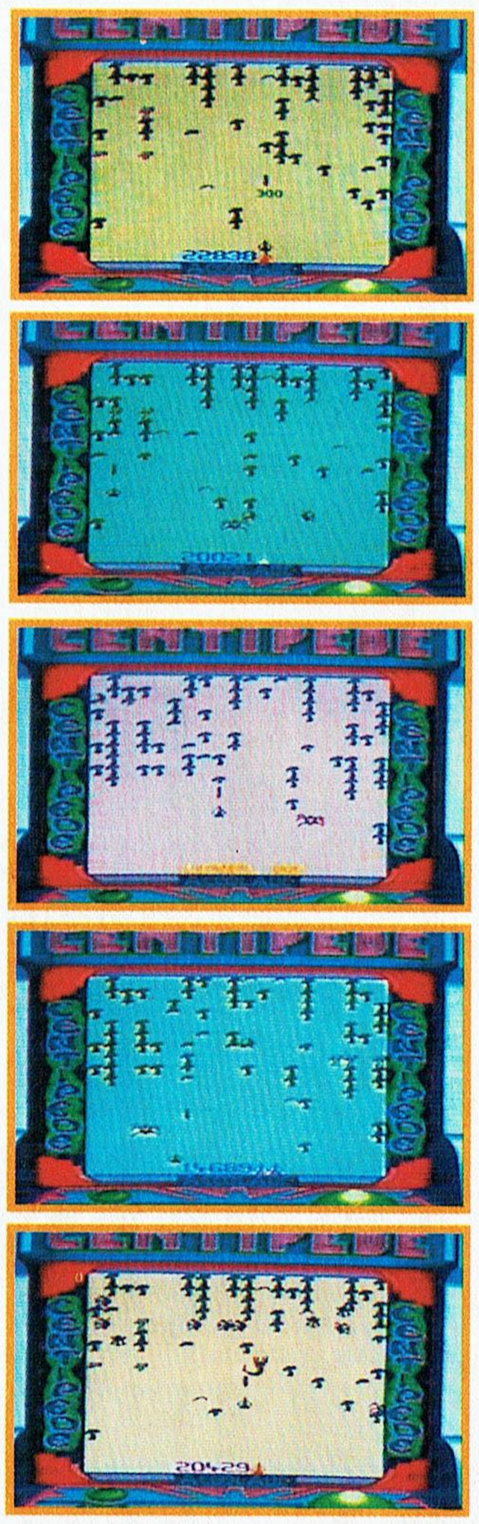
& CEN

I remember an old movie where the *horrid mu* humans en masse. A game like this probably w the survivors, but is there anyone still intereste they can *slaughter* a pack of *bloodthirsty der*



WHAT IS THE DIFFERENCE?

At first glance, both games appear to be the same, and to be honest they more or less are. However, some games are more equal than others and Millipede, which was the sequel to Centipede, benefited from a number of subtle, but important changes. Most noticeably, Millipede is much faster than its predecessor, running at around three times the speed. This makes for a more frantic game. Adding to the excitement is a greater variety of other bugs which come raining down, from earwigs to swarms of killer bees! Their attack patterns are more variable, too. Last but not least on the extra feature list are the DDT canisters which, when shot, release a deadly cloud of poisonous gas which kills all nearby critters.



BITE ME!

The enemy takes the form of various spineless critters and your job is to waste them as you manoeuvre yourself amongst the mushroom patch at the bottom area of the screen. But things aren't so simple, as the multi-legged marauders break up into smaller ones as they get shot, and if any of the nasties get close enough to bite you, you lose a life. The constant bombardment of critters from all over means you have to concentrate on the big picture rather than on one particular bug, else you may find yourself boxed in from all angles!

The mushrooms which are scattered around the playing field are both a help and a hindrance. On one hand they obstruct your line of fire and take a couple of hits to remove. But on the other hand they act as a barriers to some enemies and with strategic shooting you can channel a path through them which the centipedes and millipedes follow, allowing you to sit there picking them off at leisure.

TIPEDE

ultiple-legged stars of this cart attacked would've been extremely popular amongst ed in shooting little insects when these days nons instead?

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 70

▲ Well, they're good copies of the originals and they do the job, but there's nothing that'll grab your attention.

SOUND — 65

▲ As far a dinky tunes go, they're quite perky. Of course, they may bug you after a while!

PLAYABILITY — 80

▲ Fast, furious fun. For a while.

▼ The collision detection can seem unfair at times, but that's more to do with the size and shape of the sprites than poor control.

LASTABILITY — 68

▲ There's plenty of challenge for high score freaks.

▼ But some players may be put off by the repetitive nature of the gameplay.

OVERALL — 71

Good for what it is, but today's gamers tend to want more than one screen of action. Have a go to see if you like it before handing over the cash.

COMMENT

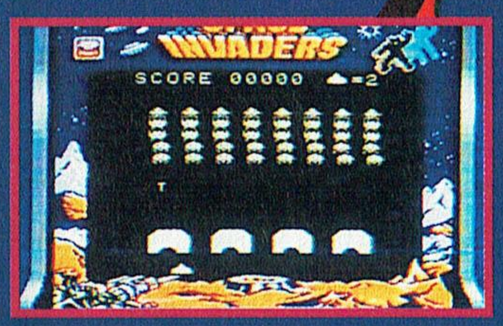
AMOS

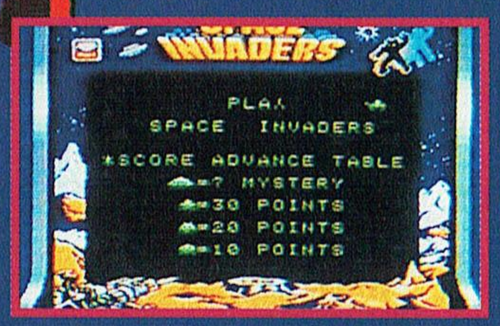
Unlike some overly ambitious titles around, the simple graphic style is perfectly suited for the Game Boy and the gameplay is addictive and fun. But after an enthusiastic start, I found things getting tedious. There's no real sense of achievement akin to other classics like Galaxians and Space Invaders which take a pause between the waves; here it's just swarm after swarm of attacks that just blend together. Despite the increasingly frantic action, it gets very one dimensional after a while and I couldn't even be bothered getting my blasting strategy in order. Frankly, I'd rather stick with stuff like Wario Blast, but if you've been pining away for this blast from the past, go right ahead.

SPACE INVADERS

Remember Space Invaders? Back when arcade games were a measly 20c per play, there existed a game which affected society like no other game since it has. It was Space Invaders, and the game involved the player protecting Earth from hoards of menacing aliens which shuffled back and forth across the screen in an ever descending attack pattern.

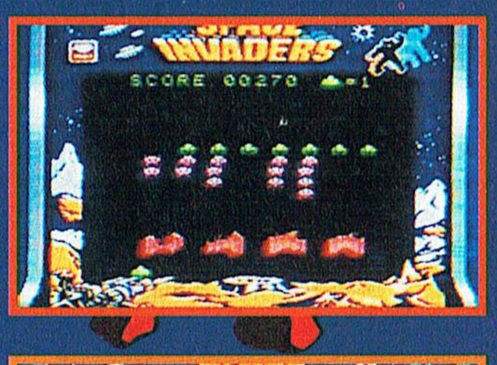
Now you can return to the days when Kiss was the coolest pop group around, for Nintendo has released Space Invaders on the Game Boy. Better yet, this Super Enhanced game pak transforms into full-screen action when plugged into a Super Game Boy.

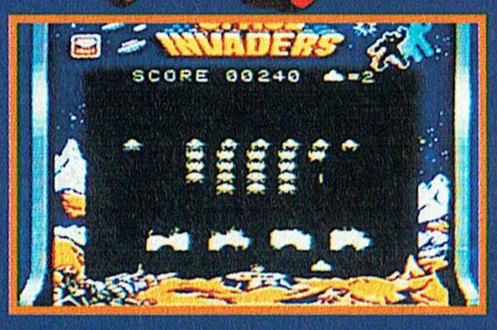


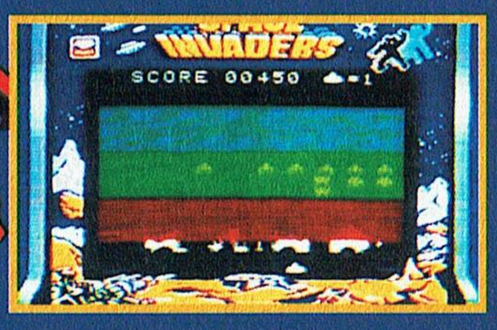


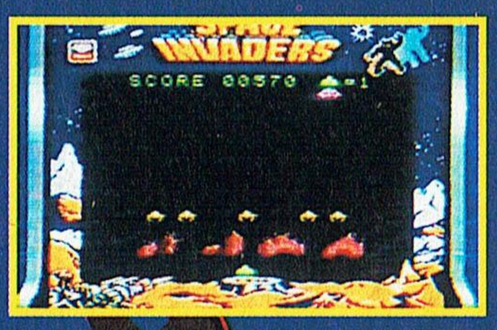
WE COME IN PEACE

Unlike these days, when game updates include extra special moves and the like, back in '78 gamers had less to look forward to. With Space Invaders, the only noticeable change was the presence of colour: first with the clever use of coloured cellophane stuck to the screen; then eventually real, proper coloured sprites. Imagine the excitement! To satisfy the Space Invader purists, this cart gives you the option to choose your favourite variation.









GENE SPLICING

The most outstanding feature of this Super Game Boy cart is the inclusion of Super NES code which, when 'Arcade' mode is selected, transmits a full-screen, full-sound effects version of the original.

COMMENT

ANDREW

Most younger players these days probably won't remember the excitement that surrounded Space Invaders when it was first released. Nowadays Space Invaders is regarded as a classic, although the quality of gameplay is far from it. But Space Invaders is still cool. It's basic beyond belief, unchanging and without reward no matter how skilled the player is.

So is it worth buying? Only in the same way as a vintage car: it's cool to have, but you'll hardly ever use it.

RATINGS

- **BY:** TAITO
- **RRP:** $39.95
- **RELEASE:** OUT NOW
- **GAME TYPE:** SPACE INVADERS
- **CART SIZE:** 4 MBITS

GRAPHICS — 50

Excellent conversion on the Super NES.

SOUND — 40

Once again, an excellent conversion of the original... But back in 1978 game music was more of an afterthought.

PLAYABILITY — 60

An incredibly simple concept.

LASTABILITY — 70

The Space Invaders don't stop until you do.

OVERALL — 65

This is Space Invaders in all its glory. Love it or loath it, Space Invaders is here to stay.

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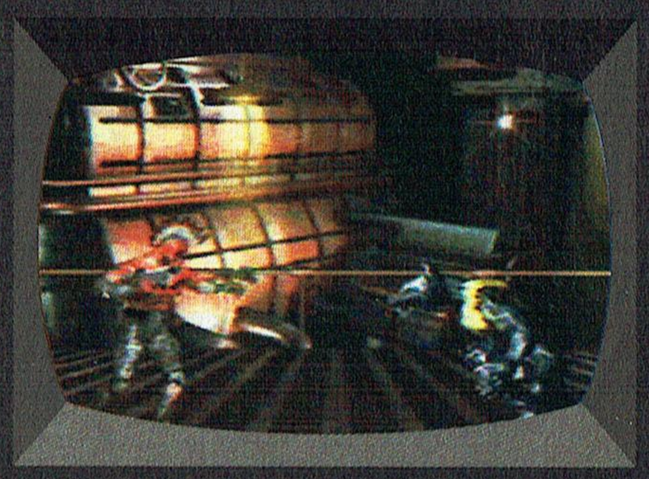

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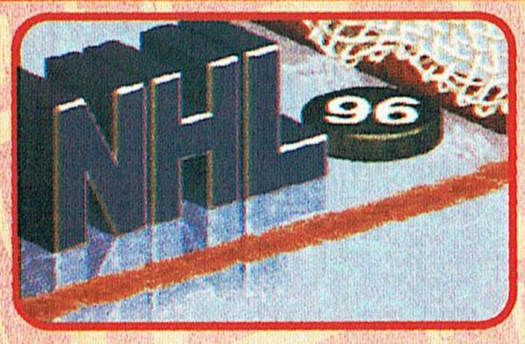
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: EA SPORTS
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SPORTS SIM
- CART SIZE: 12 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Exhibition/practice

GAME INFO

- GAME ORIGIN: Reworking of NHL Hockey 95
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Try the gruelling '84 game season and win!
- ALTERNATIVES: Wayne Gretsky, NHL '95

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Improved

X — Fake shot, contrrol goalie, touch pass

A — Wrist/slap shot, save, speed up, body check, pull jersey

B — Pass, control defence, poke check, uppercut

Y — Dump puck, hold, hook, dive, flip, punch

L/R — L: Hit ice block, quick stop
R: Hit ice block, spin-o-rama

S — Start: Select team/match
Select: No function

GAME CREDITS

- DEVELOPED BY: TIBURON
- DISTRIBUTED BY: EA
- MADE IN: USA
- ARTWORK: © 1995

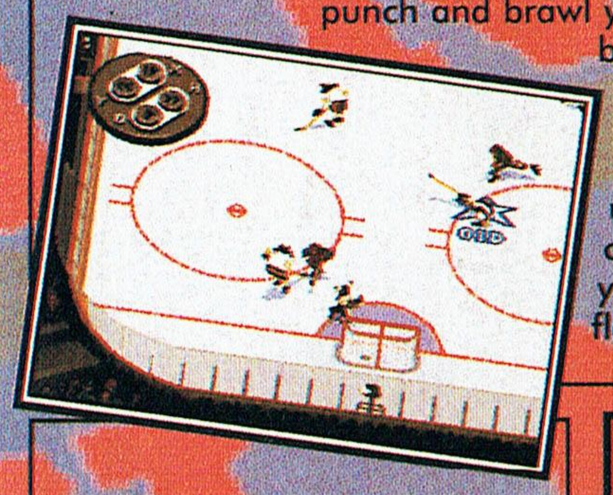
NHL '96

The Ice Age dawns again and lawlessness reigns in chaos. But this is nought to do with the freezing of the planet, this is ten big angry blokes with sticks 'n' skates in EA's return to the hockey circuit.

It's surprising how popular ice hockey games are isn't it really, considering what a minority sport it is in our fair isle. But then I guess the idea of sitting somewhere warm with me Super NES and joypad is a whole bunch more appealing than thundering around an ice rink pursued by four massive, grunting brutes brandishing sticks at you. And those skate thingies don't half come sharp when they slide over your little pinkies as you lie prostate on the ice. Yes, a far better bet is to avoid the cold slushy stuff and play NHL, especially with all the enhancements the new version boasts...

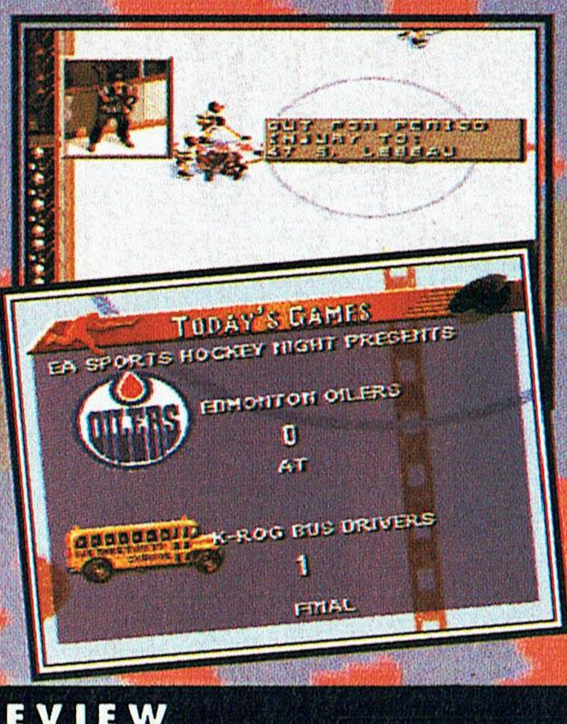
ONE OFF EIGHT?

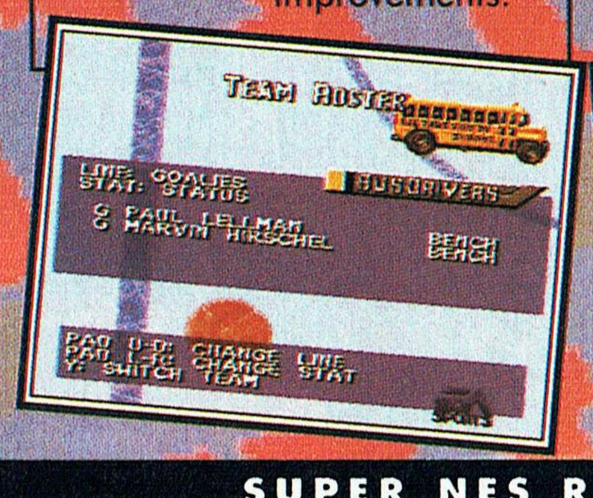
Oh yes, gamestrels when these fellas get miffed with one another, it's straight in with the fists,well, with the joypad at least. Once it 'kicks-off', a stamina and a Jersey meter appear on the screen. Then, before the ref turns up to ruin the fun you grab, punch and brawl your opponent until his power bars are gone, thus flooring him in a most satisfying manner. Either way, when the boss turns up its five minutes in the sin-bin for yer. Of course you don't have to fight, you could always pick wild flowers.



YOU BETTER, YOU BETTER, YOU BET

EA are hardly known for churning out pump games, especially sports titles, but NHL's last outing met with mixed reviews. So, as if to answer the critics the 96 version is crammed with improvements.





COMMENT

SIMON

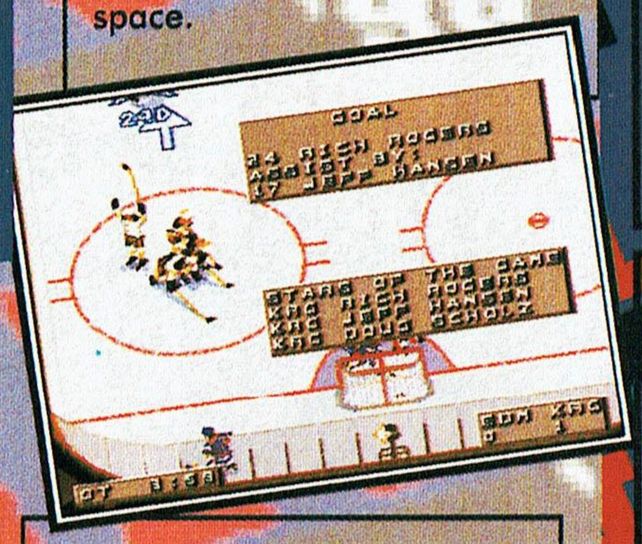
NHL 96 is a vast improvement over it's older brother. For one, none of the slow-down that NHL suffered is apparent at all and furthermore there's none of that nasty juddery sprite-type stuff anywhere in sight. In this day and age it's hard to be impressed, but up here in the NMS loft, mouths dropped so wide there was a bigger draft than you get from an outside lavvy. The amount of choice available to the player is wide, with a massive 84 teams and, if you've got the stamina, a massiver league campaign for you to embark upon. I really haven't a bad word to say about NHL 96, it's probably the most realistic and absorbing examination of Ice Hockey I've played for a good while.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

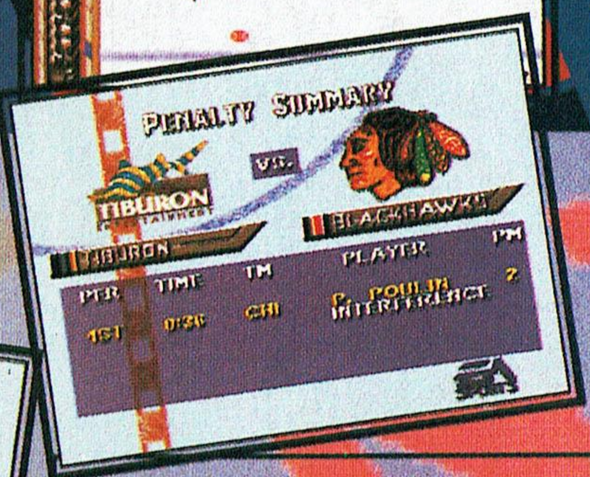
MOVEY MADNESS

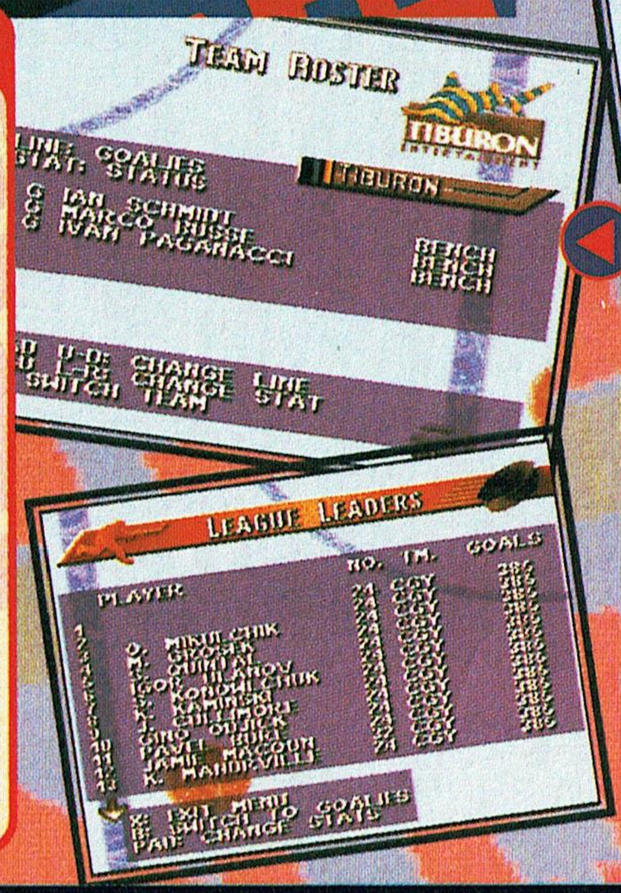
The new version boasts a host of new moves with which to ice-dance along to. EA have introduced drop-passes, fake shots, the fancy spin-o-rama's and quick stops which bring your player to an abrupt halt and maybe give him that extra inch of space.



BODY TALK

Another aspect EA have taken to pieces and rebuilt is the physical part of the game. Alot more emphasis has been placed on body checks and now, with multiple injuries to players and goalies a threat, you can send in an enforcer to take out that thorn in your side.





STATS MY BOY

EA wouldn't be EA without packing just about every single statistic, every tiny piece of information about the game possible into the cart. The press of a button reveals stats on scorers, league positions, offences and just about everything else apart from what they had for tea and what size skates they take. Both are planned for NHL 97, we're assured.

COMMENT

SHAUN

EA has really smoothed out the gameplay on all their sports titles on the Super NES and NHL 96 is no exception. It's fast, smooth, realistic and has a host of new moves and options. This is one of those games that, even if you have the original, you may want to think about upgrading to. Even the crowd with its arena atmosphere and music helps to give the game a very professional look and feel. The best ice hockey game on the market.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 85

▲ Again these are of the highest standard.Again these are of the

▼ Again these are of the highest standard. Again these are of the highest standard. Again these .

SOUND — 73

▲ Again these are of the highest standard.Again these are of the

▼ Again these are of the highest standard. Again these are of the highest standard. Again these .

PLAYABILITY — 91

▲ Again these are of the highest standard.Again these are of the standard.Again these

▼ Again these are of the highest standard. Again these are of the highest standard. Again these Again these.

LASTABILITY — 93

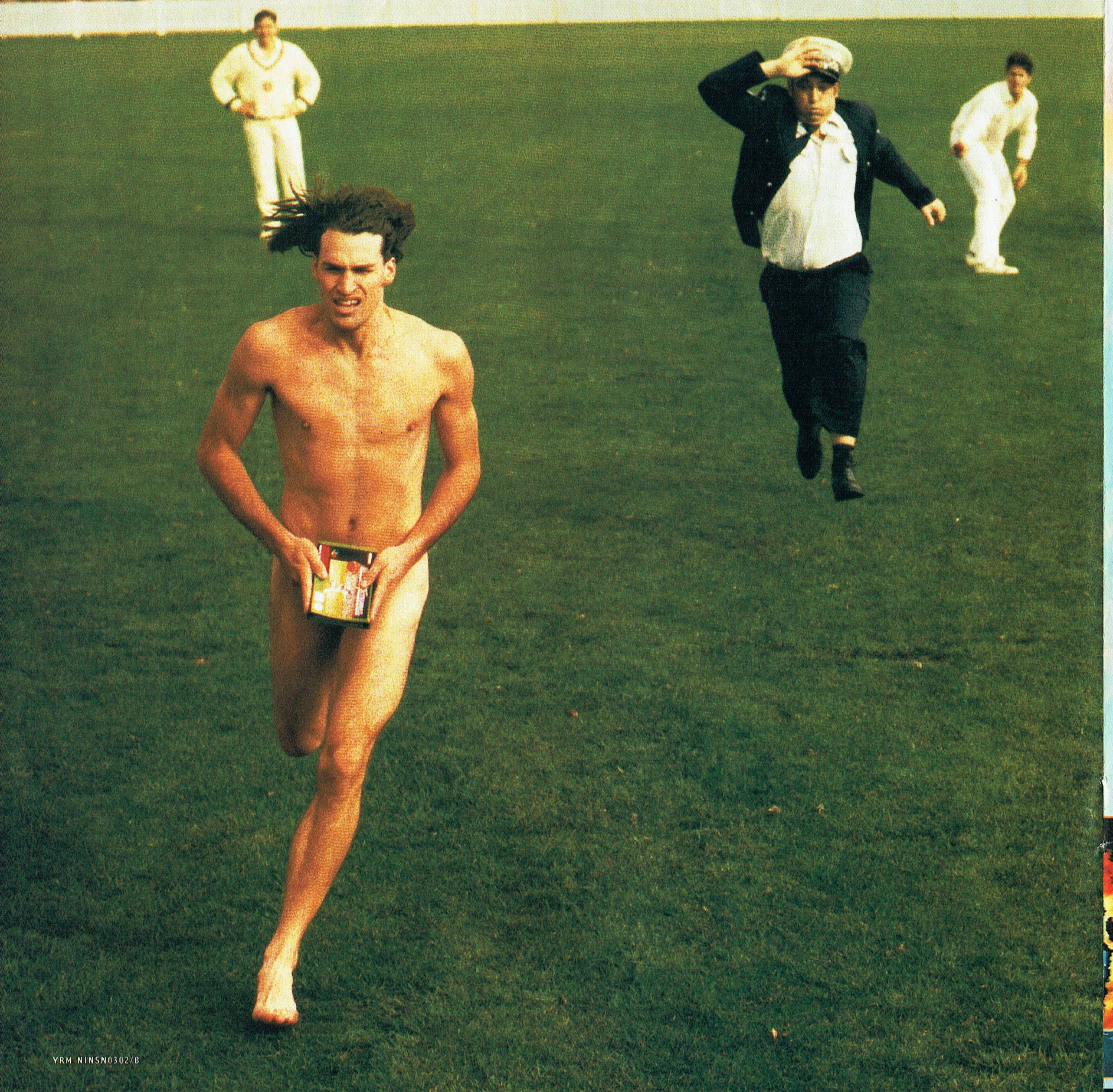
▲ Again these are of the highest standard.Again these are of the standard.Again these

▼ Again these are of the highest standard. Again these are of the highest standard. Again these Again these.

OVERALL — 90

Again these are of the highest standard. Again these are of the highest standard. Again these are of the highest standard. Again these . Again these are of the highest standard. Again. Again these are of the highest. Again these are of the highest

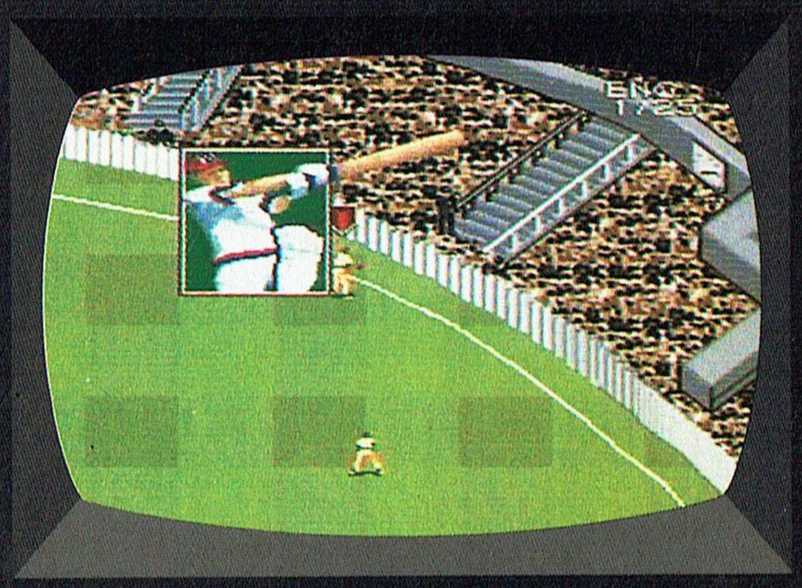
ALL THE EXCITE
OF THE REAL GA

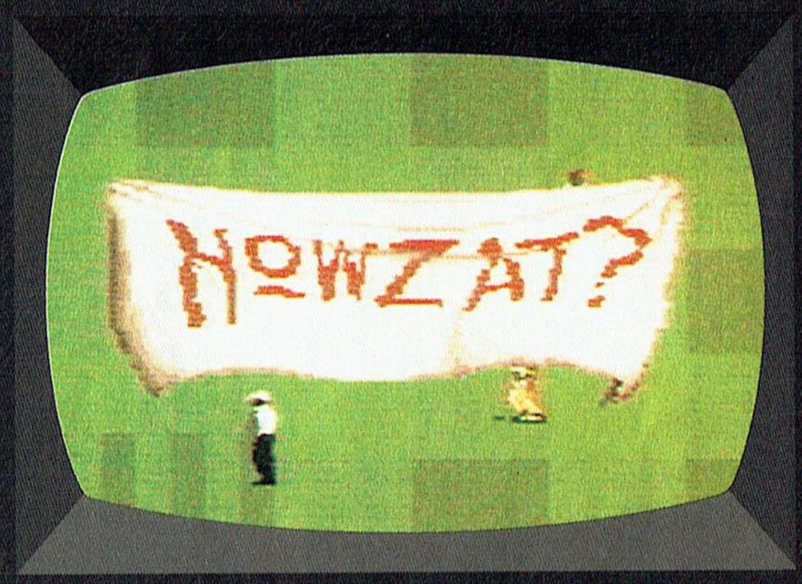


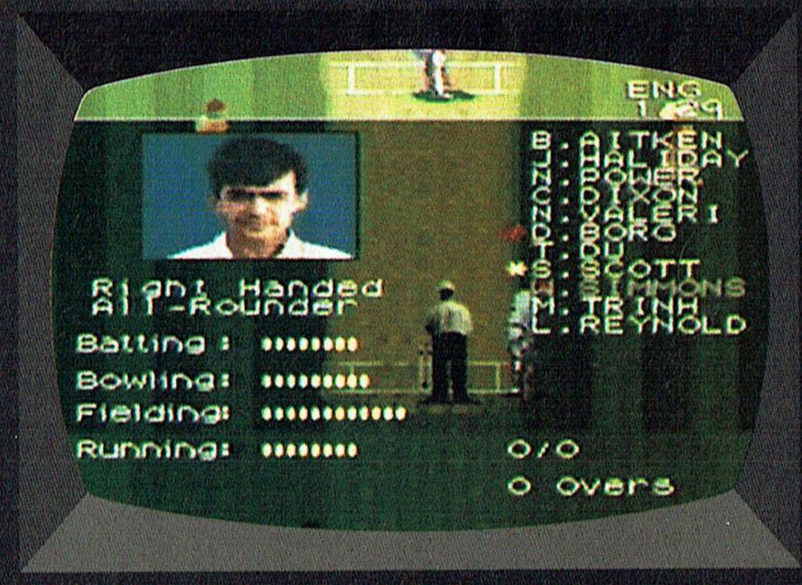
YRM NINSN0302/B

EMENT AME...

Almost. There's eight super-real international teams (complete with reggae band). Deep square leg, fly slip, leg gully and silly mid-ons. Stump Cam for close-up action. One day, World Series or an epic Test Match. Just pad up and start wielding that willow. New Super International Cricket for Super Nintendo has all the cricket action bar the streaker. You can hook, drive, cut, slice, dice and julienne. Solo or against your fiercest friend. Don't pull a hammy though, it's your turn next to field. If there's life in the wicket, send in your fastest bowler. If there's turn in the wicket, adjust your set. A dead wicket ? Pray for rain. Be warned though, the game is so real, you can play for five days and no one wins. Great.







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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BATMA

CART SPEC

- BY: ACCLAIM
- PRICE: $99.95
- RELEASE: OUT NOW
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 24 MBITS

GAME FEATURES

- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 5
- OPTIONS: Hardly any

GAME INFO

- GAME ORIGIN: Conversion of the slick motion picture
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Pass the warehouse stage
- ALTERNATIVES: Batman Returns, The Mask, Mortal Kombat 3

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Good

A Low kick

B Low punch

X High kick

Y High punch

L/R Left: Block
Right: No function

S Start: Pause game
Select: Bat grapple

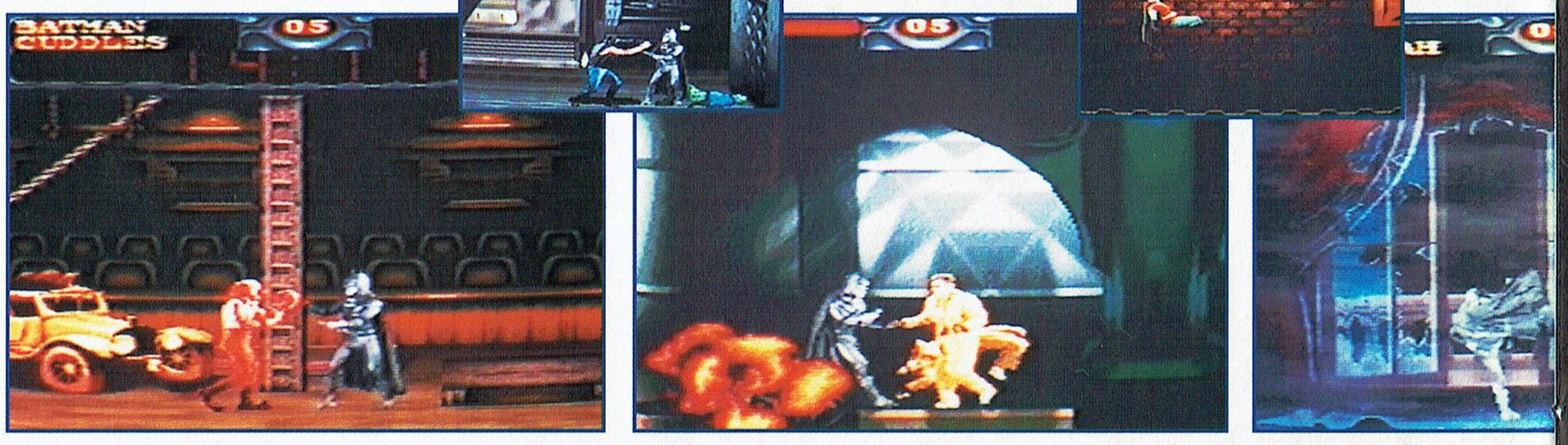
GAME CREDITS

- DEVELOPED BY: PROBE
- DISTRIBUTED BY: METRO
- MADE IN: USA
- ARTWORK: DC COMICS

It seems that every major action film these days has a game licensed fro

Caped Crusader and the Boy Wonder in the ultimate fight between good and

Riddler and the downright nasty Two-Face, have joined forces in an attemp



HI-TECH HURT

Batman Forever transcends the standard scrolling beat 'em up game style and attempts to incorporate a Mortal Kombat-style control method, with multi-level platforms thrown in for good measure. As you fight the enemies, their names appear on screen with their energy level, so you know their strength and can give them their prescribed beating. They get progressively smarter and less likely to fall victim to the same moves as you progress through the game, so all your fighting abilities are needed to beat them. Batman and Robin rely on a range of kicks and punches, as well as high-tech weapons designed to slow the enemy down.

FO

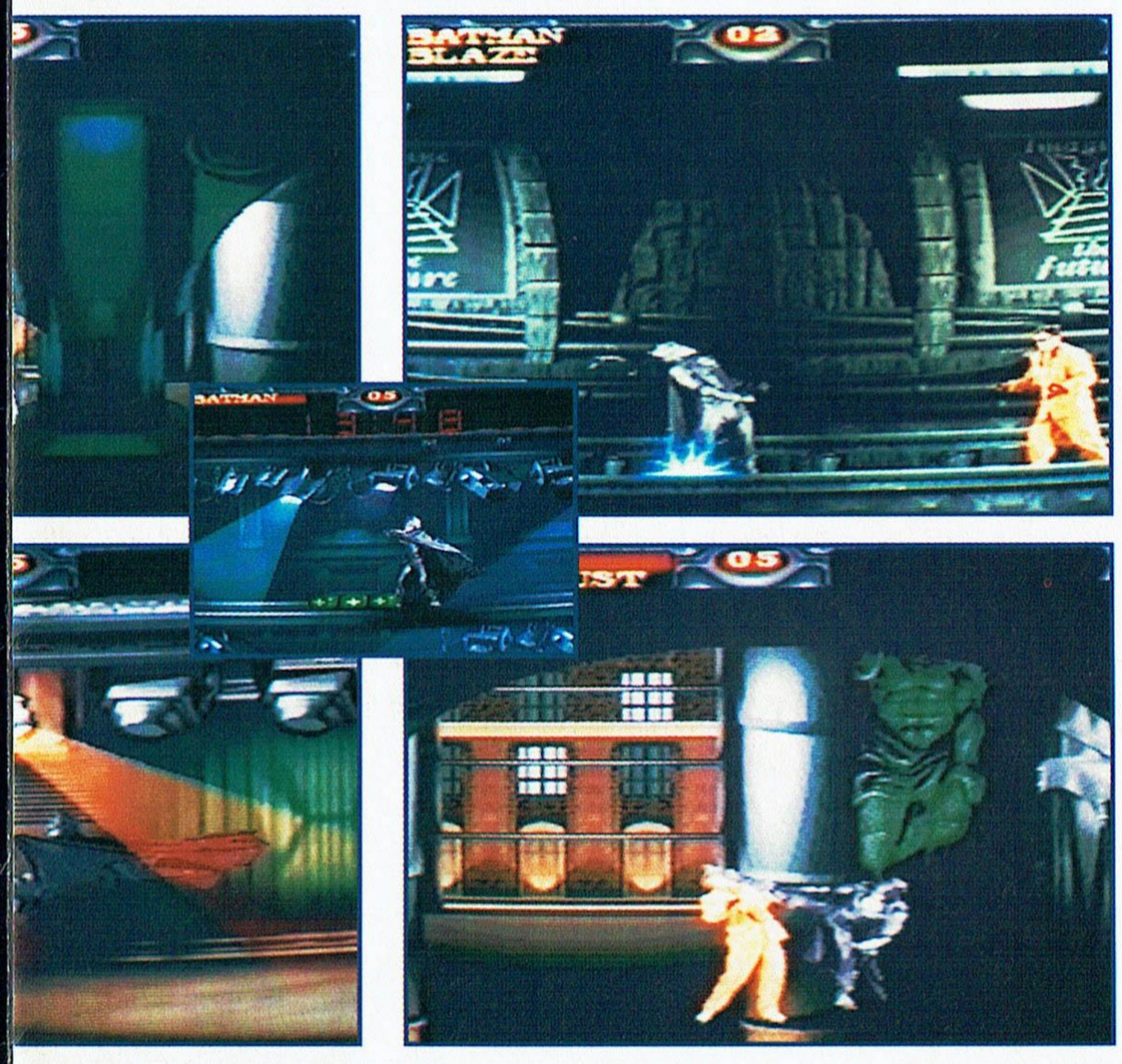
AN

HOLY GUACAMOLE!

Batman, with the help of the trusty Bat Computer, keeps track of the villains' moves in an attempt to keep one step ahead, however, the Ridder is aware of this and leaves cryptic riddles that, once solved, will lead Batman to the scene of the crime.

The game closely follows most of the scenes from the movie and all of Two-Face and Riddler's plans are depicted. Some of the stages are based in Arkam Asylum where the mad inmates have been released. The Riddler's scene is set at the charity circus where he has planted a time-bomb, and it must be reached before the clock on the screen counts down to zero.

m it, and Batman Forever is no exception. Prepare to take control of the evil. Two of Gotham City's most ingenious criminal minds, the demented t to take over Gotham City and rid themselves of Batman, forever!



DON'T TRUST THE TOASTER!

During the game Batman and Robin will come across various pick ups hidden throughout the levels. They are usually found by shooting the Bat Grapple at the ceiling, or by kicking walls and suspicious looking objects such as pot plants and computers. These items usually bestow upon the heroes extra energy or extra lives.

COMMENT

NICK

The prospect of playing Batman Forever had me worried. I expected another movie licence turned platform game, and that's exactly what it is, although Acclaim has tried to inject excitement buy offering the player a variety of special moves with which to dispatch the baddies, as well as standard kicks and punches. Having really gone off the idea of playing platform games, I still found myself sucked into playing, if only for a couple of hours, then coming back later on trying to crack the game until I finished it.

Unfortunately, it wasn't much fun. The action is more or less exactly the same from the first level to the last, and a big gripe is the "hold on" message and delay between each level, when all you want to do is just play the game.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■			
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■		
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■		
WEEK	■			
MONTH	■			
YEAR				

GRAPHICS — 83

▲ Good looking digitised graphics and backgrounds
▼ But they lack charm and everything looks dark and drab.

SOUND — 76

▲ Good sound effects, atmospheric music.
▼ The music gets monotonous pretty quickly.

PLAYABILITY — 58

▲ Beating up your mate in the two-player mode is fun!
▼ Pointless, repetitive action. How many times can you be bothered to hit the mindless computer controlled opposition?

LASTABILITY — 62

▲ Plenty of moves and the game has the 'one more try' feeling...
▼ But once is probably enough for most intelligent life forms.

OVERALL — 59

Acclaim has attempted to combine different styles of games. Nice idea, but it hasn't been carried out very well and the result is a sloppy beat 'em up with platforms.

REVER

BONGO COMICS

SPAWN

STAR WARS

X-FILES

only through

TRIELLE KOMIX

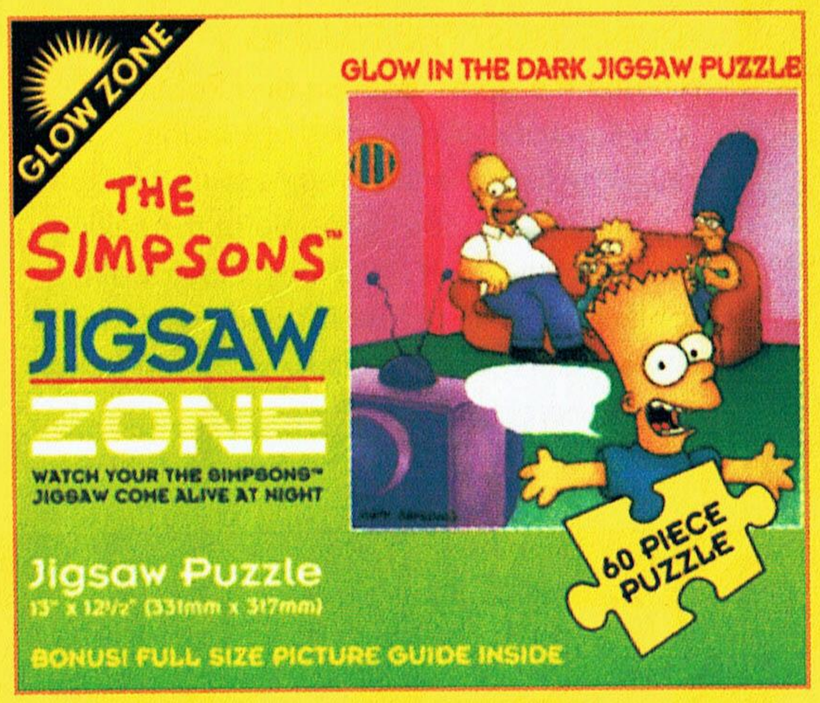
WIN GLOW IN THE DARK JIGSAWS!!!

Glow Zone has taken the ever popular jigsaw hobby and added an unique facet. They have made them glow in the dark! You can now play with your jigsaws in the day and watch them come alive at night. And if you lose a piece, just turn off the lights to find it!

Glow Zone and Nintendo Magazine System are giving away five Glow Zone prize packs, each consisting of one glow in the dark Simpsons Jigsaw, one Moonlight Zone 'luminous visuals' and one Starlight Zone 'luminous visuals' pack.

If you want to be one of the five lucky NMS readers who will soon be plastering their walls with glowing Simpsons jigsaw pieces, send us a drawing of a 'luminous visual', preferably featuring the Simpsons. We're not looking for artistic integrity here, just bright colours to liven up our day, so get out your fluro marker pens and start scribbling!

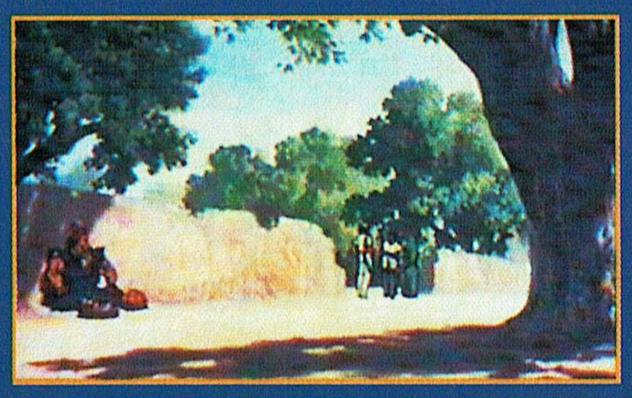
Send your frantic scratchings to I'm Seeing Stars!, NMS, PO Box A305, Sydney South, NSW 2000, by Wednesday, January 3, 1996.

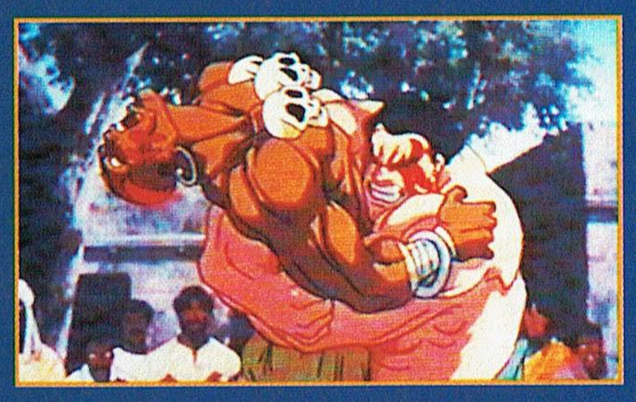

GLOW ZONE
GLOW IN THE DARK JIGSAW PUZZLE
THE SIMPSONS™
JIGSAW ZONE
WATCH YOUR THE SIMPSONS™ JIGSAW COME ALIVE AT NIGHT
Jigsaw Puzzle
13" x 12½" (331mm x 317mm)
60 PIECE PUZZLE
BONUS! FULL SIZE PICTURE GUIDE INSIDE

THE FINE PRINT

The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter and its advertising, sales promotion agency and printers are not eligible to enter. Entries close at 5pm, Wednesday, January 3, 1996. The winners will be notified by mail. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit.

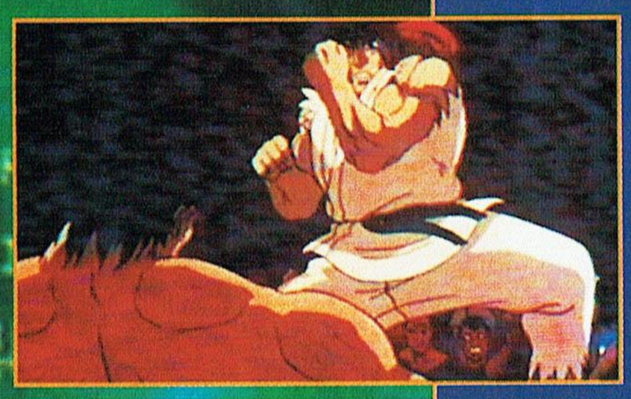
Street Fighter II: The Animated Movie is published by Manga Video and is distributed in Australia by Siren Entertainment. It is currently available for rental from all good video stores and you will be able to purchase your own copy early in the new year.

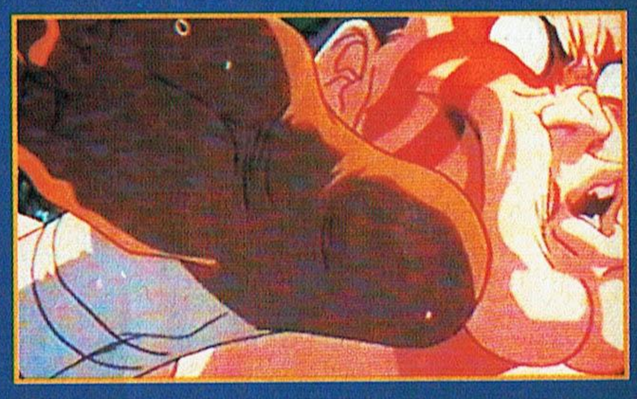


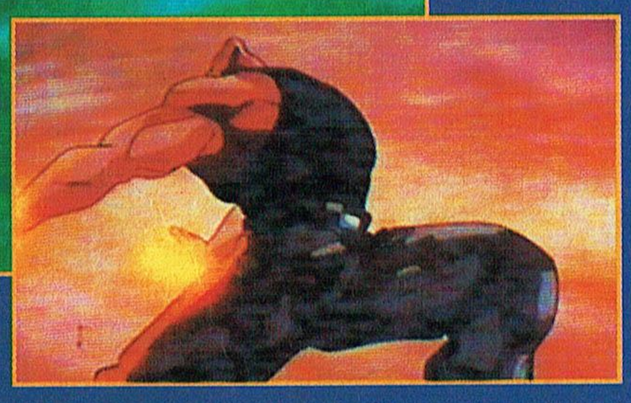


BLATANT PLUG!

Trielle has a limited quantity of sets (issues 1 - 8) of Masaomi Kanzaki's *Street Fighter II* comic available for the special price of only AUS$30.00! (Postage included.) Send a cheque or money order, made payable to Trielle Corporation, to Trielle Komix Back Issues, PO Box A305, Sydney South, NSW 2000.

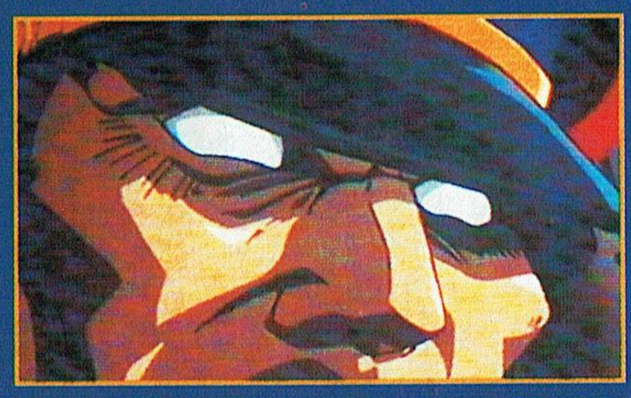


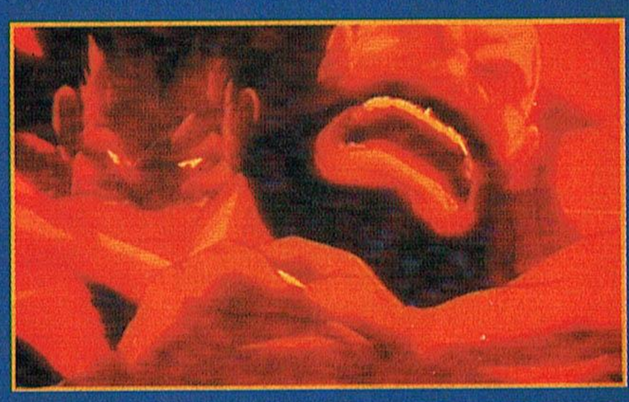




I WANT MORE!

While on the subject, you should also check out the excellent *Street Fighter II* manga by Masaomi Kanzaki, if you haven't already. Fans of his style and Guyver-style action will also enjoy his earlier creation, *Heavy Metal Warrior Xenon*, published by Viz Comics and available at most comic shops.





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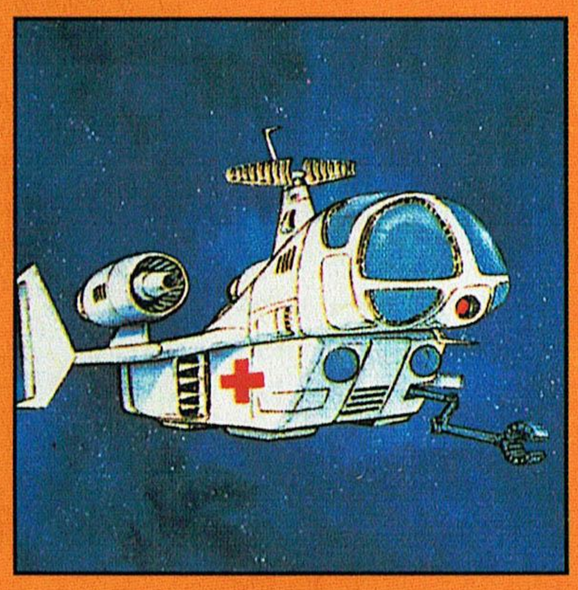
MEGAZONE 23

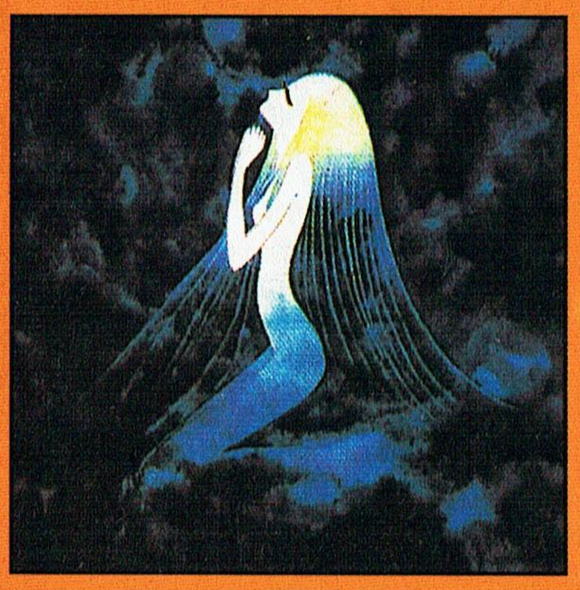
Set in a society where a holographic singer called Eve holds control over the masses, it was one of the earliest OAV hits in Japan. Many rumours have been circulating over the years as to its origin, the most interesting being that *Megazone 23* was actually made up of ideas that were dropped from Ishiguro's earlier work on *Macross*. Allegedly, it had been proposed during production of the *Macross* movie that a hologram of Minmay was to be used to keep fans happy after her capture by the Zentradi, but in the end it was deemed too different from the events established in the TV show. Here's what Ishiguro-san had to say when I put this to him:

Noberu Ishiguro: There was no such plan that Minmay was to be replaced by a hologram in *Macross*, although the concept of Eve did occur to me during the time I was working on the show. However, both productions can be thought of as different sides of the same coin. The idea behind *Macross* was that the human song could become more powerful than any weapon the enemy could possess. However, what if the song was abused? This is what *Megazone 23* explores in how the people become mesmerised by Eve's songs.



NMS: All the characters look very different in Part 2, can you tell us why?

NI: Ah, that's an interesting story; in *Megazone 23*, part 1, most of the character designs were by Toshihiro Hirano (director of *Iczer 1* and *Dangaio*) and Haruhiko Mikimoto was involved in the creation of one character - Eve. For Mr Hirano, it was his first major work in terms of character design for a film. Conversely, Mikimoto was already very popular with fans due to his work on *Macross*. *Megazone* was a hit, but the character of Eve pretty much stole the show as far as the fans were concerned, so Mr Hirano became very discouraged and didn't get involved with part 2 when production began.



NMS: You've been involved with some of the most revolutionary anime shows ever, are there any productions by others that you feel have advanced the medium as well?

NI: I've been so busy I can't really tell you any, but it's funny, while I was making the likes of *Yamato* and *Macross* it never occurred to me that I was making 'a great work', I was just enjoying what I was doing despite the long hours and I was concerned with doing a good job and constantly finding ways to make things better without blowing out the budget! It was by pure chance that they have become immortalised over time.

NMS: As you probably know, the English version of *Yamato* was slightly altered for western audiences. What are your feelings about this?

NI: Anime tends to be regarded as merchandising as opposed to being a work of art, so it's not surprising that things will be changed to suit the market. But as its popularity grows and people's attitudes change that will probably go away.

NMS: Was it a greater challenge to work on the *Yamato* movie or the TV series?

NI: Actually, it's the other way around. Movies are essentially a one shot, whereas the weekly schedule for the series was incredibly hectic - by the third episode of *Yamato* we were delivering the film to the TV station the day it was broadcast and this went on till the end of the series! You realise, a movie version is usually given the green light only if the TV series is popular and then the budget and production schedule becomes much more generous. You're also allowed much more liberty with a movie; experimentation on TV productions is met with big resistance because the sponsors don't want to exceed their budgets. In either case, I try to maximise what I'm given to the best of my ability in order to achieve the optimum result.

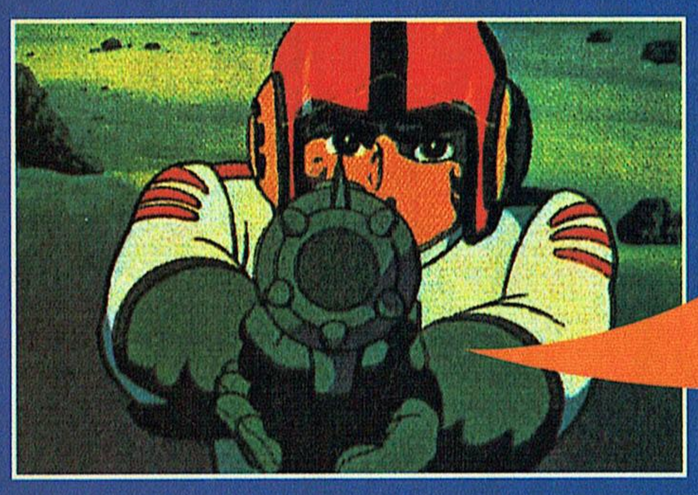
ANIME interview

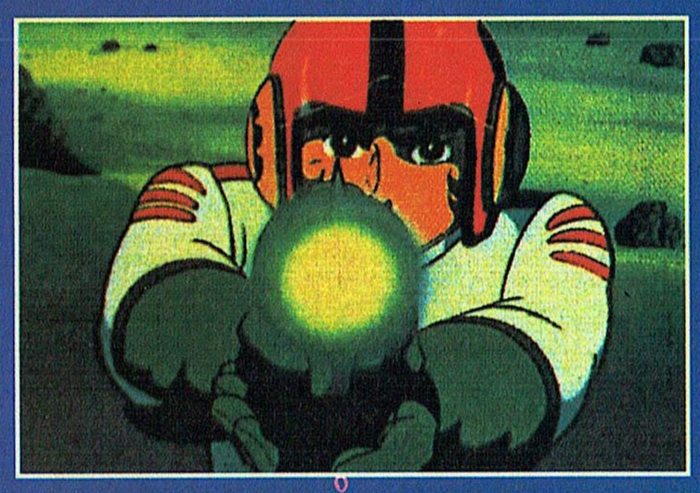
NOBERU ISHIGURO

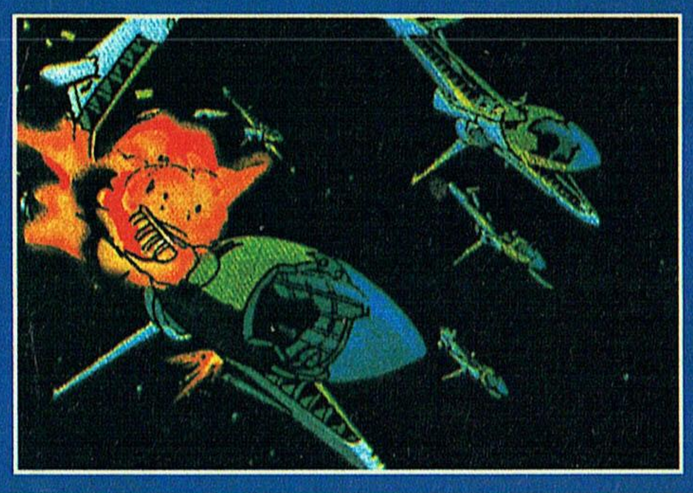
During his illustrious career, Noberu Ishiguro has produced and directed many anime classics, from the colour series of *Astro Boy* (*Tetsuwan Atom*) and giant robot shows like *Combattler V*, through to *Space Cruiser Yamato*, *Macross*, *Orguss*, *Megazone 23* and *Legend Of The Galactic Heroes*. On Amos' woefully devious field trip to Anime Expo '95 in Los Angeles earlier this year, he managed to corner guest speaker Mr Ishiguro and asked him a few deadly questions.

Inspired by the brilliant work of Osamu Tezuka, Noberu Ishiguro moonlighted drawing manga while he was at high school and college, where he also experimented with making animation on 8mm film. He officially debuted as an animator in 1963 and, in order to manage the incredible challenges of keeping a weekly animated series on schedule, he, along with many other animators, worked day and night researching techniques on how to achieve the impression of maximum animation with a minimum amount of cels, and how to convey a character's emotions in different ways. These techniques that he and his colleagues pioneered have since become an integral part of the art of Japanese animation.

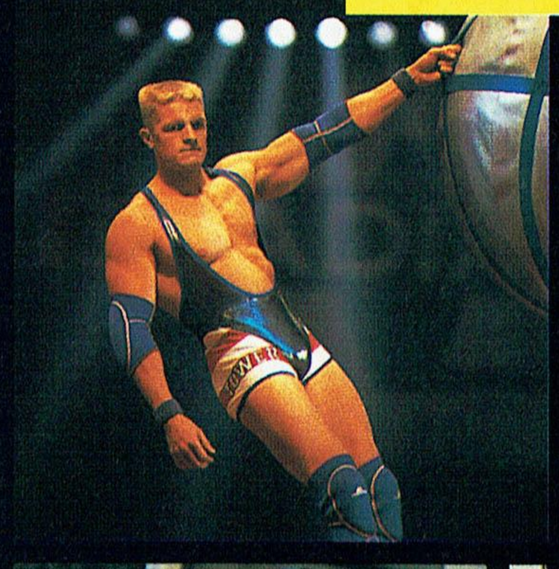
His talks have been fascinating; at Anime Expo '95 he revealed that the famed space pirate Captain Harlock was originally slated to appear toward the end of the first season of Yamato (in the end he got his own show), and the first Wave Motion Gun blast the Yamato unleashes was created with a bit of good ol' fingerpainting! I caught up with him to talk about Megazone 23, soon to be released over here.

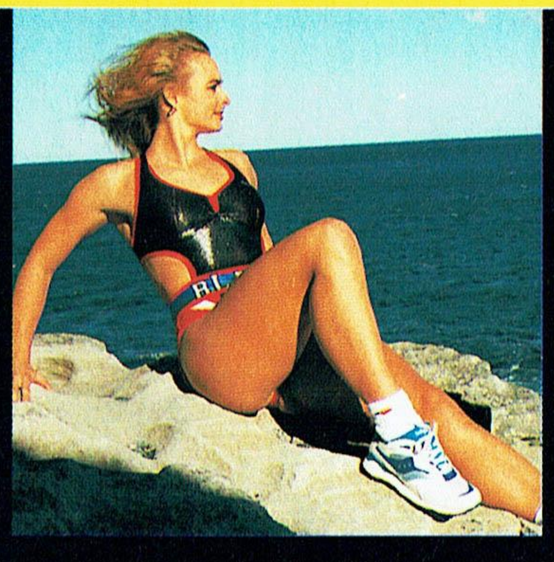


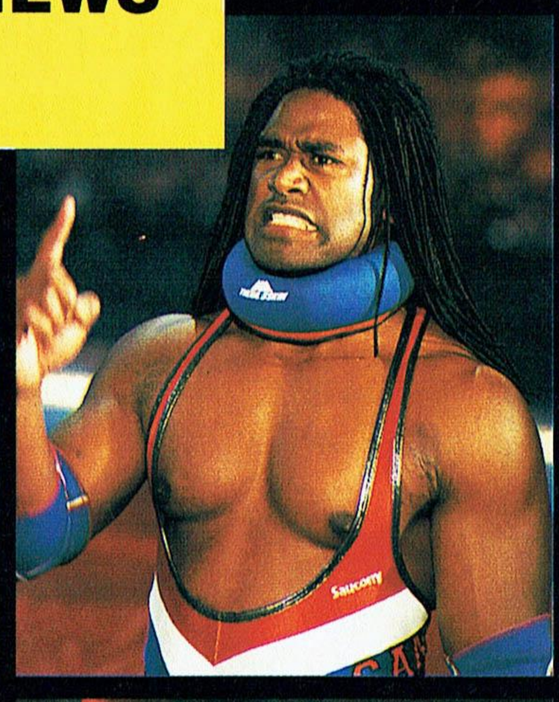


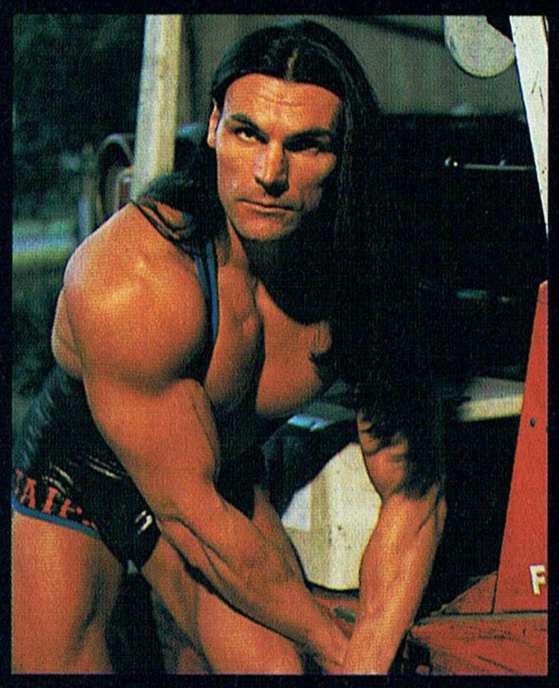


EXCLUSIVE INTERVIEWS & PHOTOS!



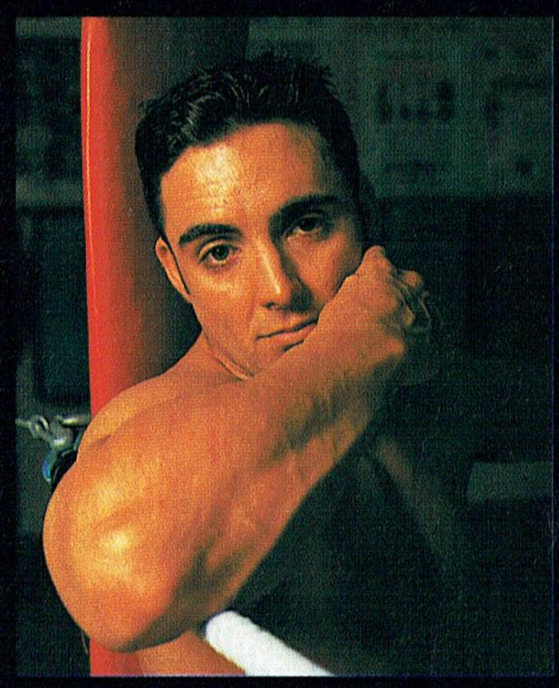


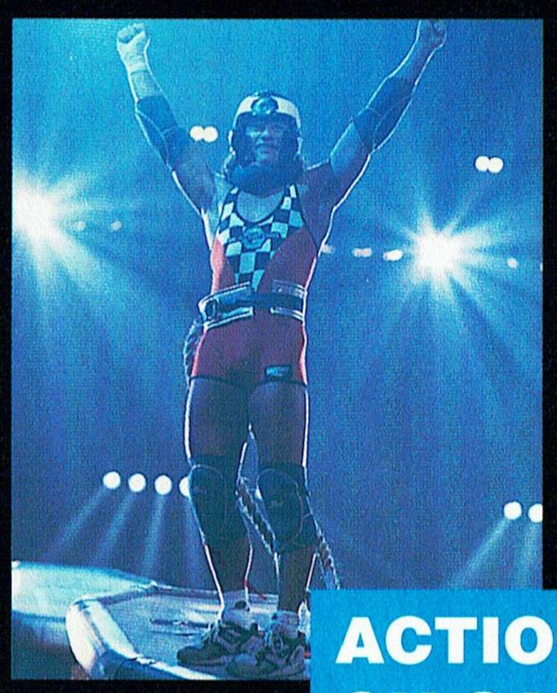


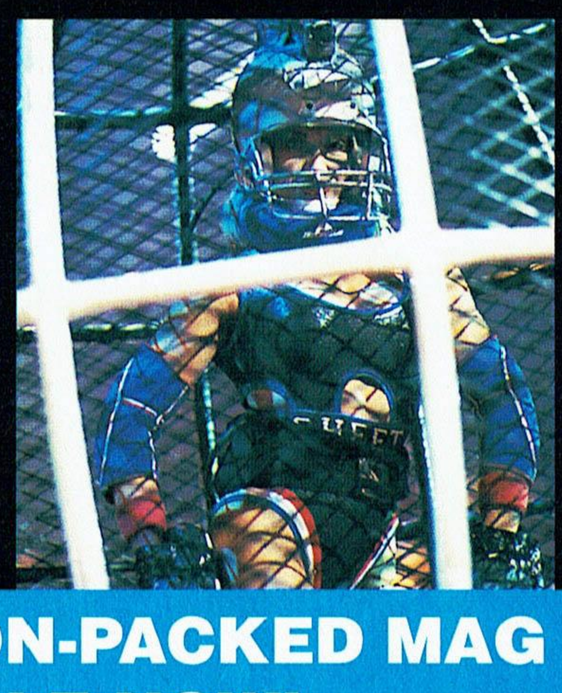


GLADIATORS

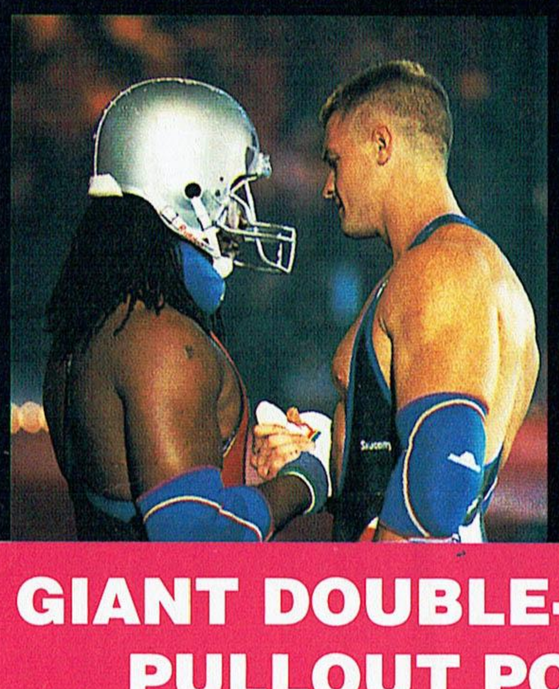
KICK BUTT!

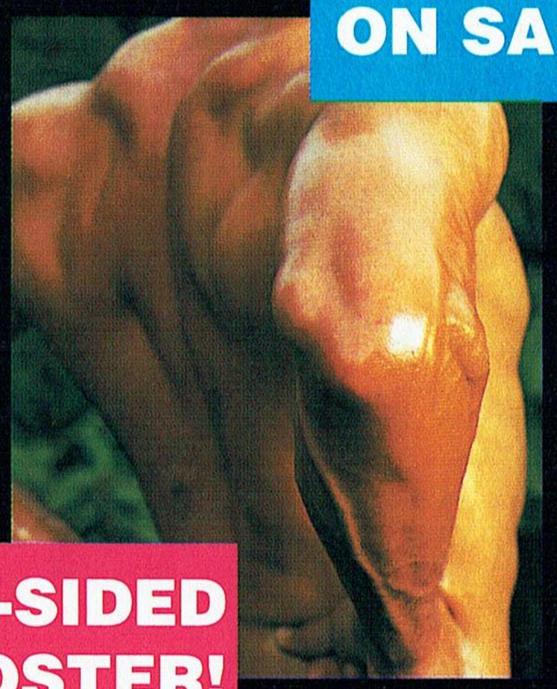


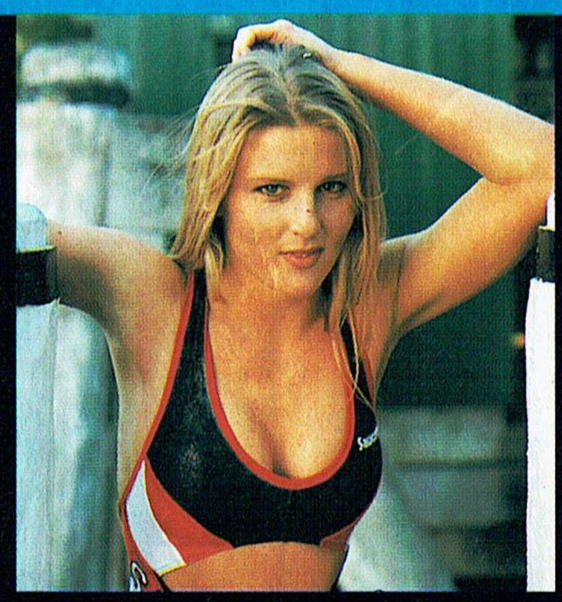




ACTION-PACKED MAG ON SALE NOW!





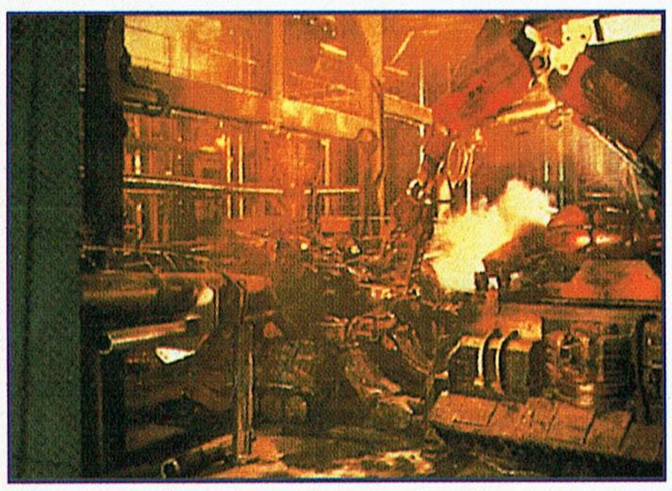


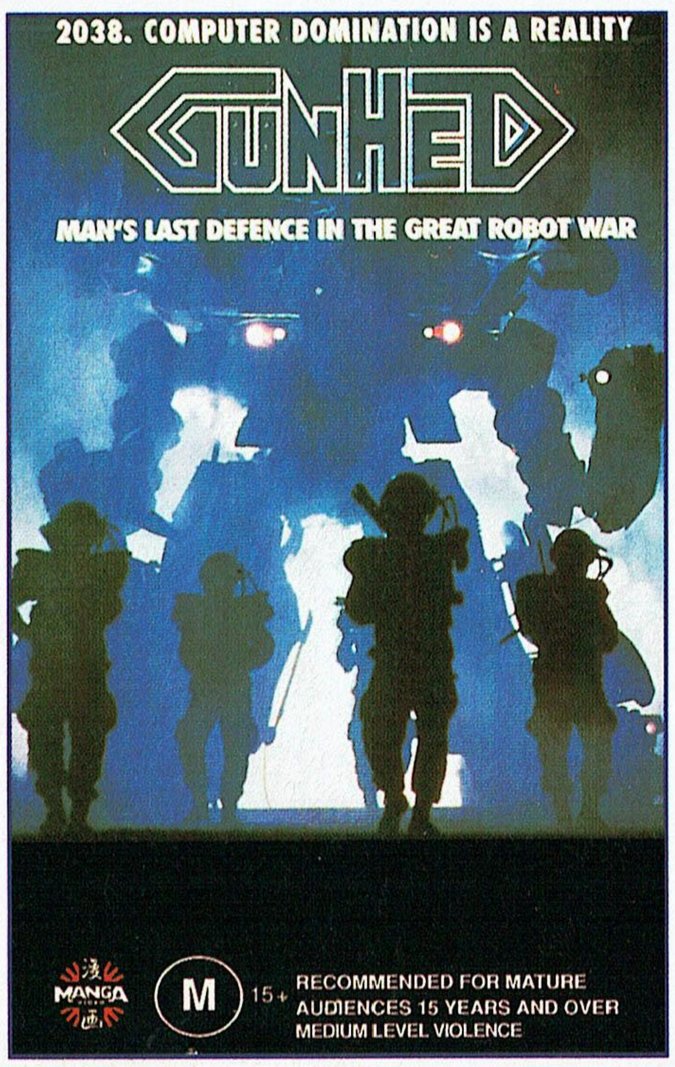
GIANT DOUBLE-SIDED PULLOUT POSTER!

ANIME live

LIVE ACTION ENTERTAINMENT AHOY!

GUNHED

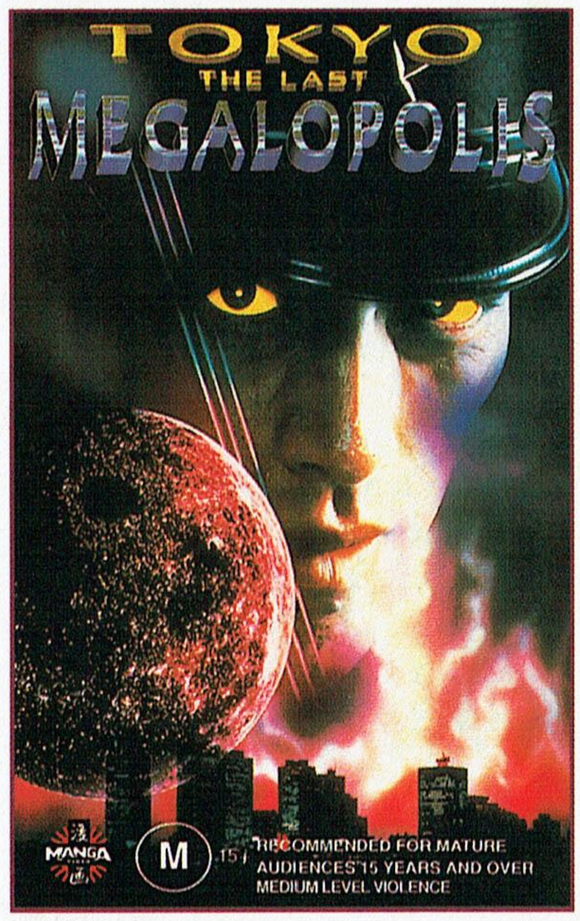


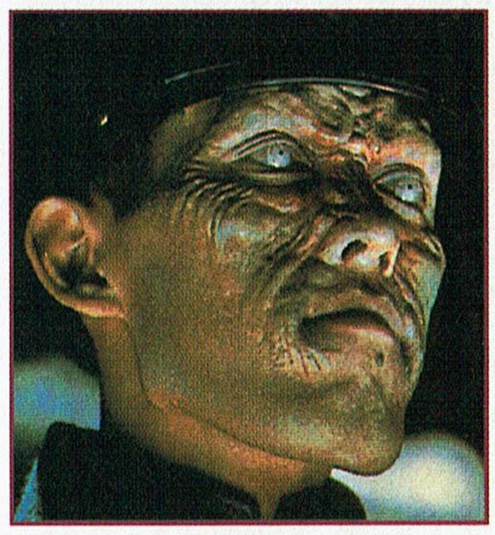


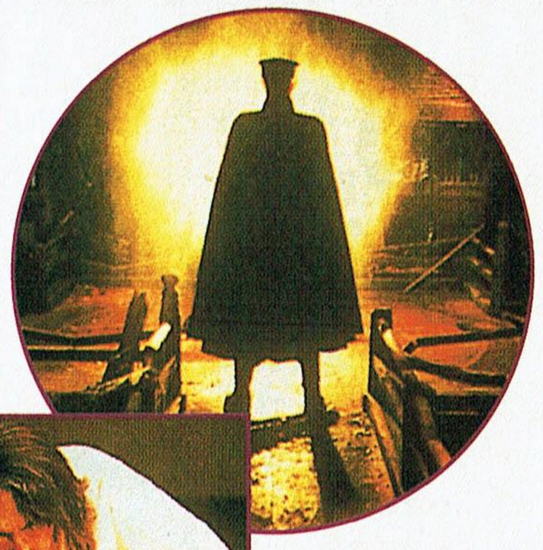
A bunch of techno bandits set foot on the island 8JO, which houses a giant robot factory. Their goal is to scavenge for computer chips and whatever derelict hardware they can get their hands on to later resell to the highest bidder. It's not an easy job, however, as the factory is run by the supercomputer Kyron 5, which declared its independence from the World Federations some time ago. This provoked a military response from the Federation, but even its state of the art mecha proved to be no match for Kyron 5's mighty Aerobot. If a whole robot battalion can't penetrate the factory's defences, what chances do a bunch of grubby misfits have in making it back alive with the loot? Fortunately, they find some help in their travels: the tough talkin' babe Sergeant Nim; two scruffy kids, Seven and Eleven; and, surprise, a leftover Gunhed from the war. But is that enough?

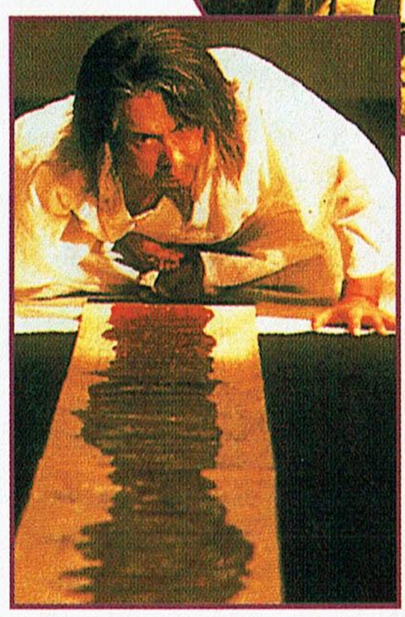
Well, the movie is certainly an ambitious production, with an international cast, writing team and above average special effects and sets (for a Japanese production), but to my mind it doesn't deliver the goods. The story and script is nonsensical and pretty stupid in parts, and the mecha battle scenes are sometimes a melange of rapid edits that leave you wondering what happened! Another problem is the dubbing of the Japanese actors; while the actual voice acting is average, the lipsync is pretty shocking - just like the old TV series *Monkey*! All in all I can't really recommend Gunhed to anyone but the absolute mecha fetishist who's curious to see how their favourite genre looks as live action.

Gunhed is distributed by Siren Entertainment.









TOKYO: THE LAST MEGALOPOLIS

This film shares the same source material as the anime *Doomed Megalopolis*, but while I enjoyed the anime, this live action feature is more like those cheesy B-grade horror flicks that you have a good laugh at with a bunch of friends! Despite some impressive 'arty' camera shots and atmosphere, the dubbing and voice acting compounds the comedy value further. Not even the talents of esteemed artist H.R. Giger, whose creature designs have graced the films *Alien* and *Species*, can save this film from being a waste of a good premise. If you enjoy foreign movies like *A Chinese Ghost Story*, then maybe this will appeal to you (provided you can get over the dubbing), but as for my opinion, the less I say about it the better!

Tokyo: The Last Megalopolis is distributed by Siren Entertainment

Bretton Bartleet of Rockhampton sent in this excellent picture or moi!

and there's no place in Adelaide where I can get them from. It doesn't matter if they're NTSC.

3. I have discovered that Nintendo are cunning little fiends. I purchased a Japanese copy of Yoshi's Island and discovered that it will work with some of the first generation converters, but not through any of the new ones!

— Julian W.
Greenacres, SA

A ***Skull: 1. The sequel to Lufia is out now in Japan, but an American release date has yet to be announced. Would you believe possibly sometime in 1996? And no, I am not in a good mood, so I will not print any screen shots.***
2. Amos says there is a place in Melbourne that sells manga and anime mail order. Buggered if I know where it is.
3. Eeeek! The secret's out! I hope the next letter is more amusing.

Q Lord Skull, my master:
I would have sent this to you by personal holographic imagery, but my equipment was trashed during a patrol on Phobos. I am thus forced to rely on this primitive method of human communication.

During my last mission, my platoon and I were ambushed by a group of cacodemons. We won, but half my troops were slaughtered and my leg was chewed off. While I am waiting for a cybernetic replacement leg from one of your factories, I decided to ask you these questions which have been bothering me for a while.

1. I saw the review of Metal Warriors and I am interested in getting it. Will it be released in Australia and, if not, where can I order it from?

2. I have recently received information that a new group of Sega sympathisers have opened a clandestine society in the fair city of Brisbane. I humbly request a grant of soldiers to wipe out this offence to decency.

3. I have been part of the DSV Legion for some years now, but I would like confirmation.

— Amahen Dextra,
Commander of the 1st Cohort Elite Death Troopers

A ***Skull: 1. There is little chance of Metal Warrior (or any Konami Super NES game) being***

A ***Skull: 1. It's unlikely, given the fact that such games require the assistance of the FX2 chip, and that putting one of those in every cart tends to push the price up toward unacceptable levels. Still, I wouldn't be surprised if some developer knocks out a dodgy Doom clone for the Super NES.***
2. There are rumours that Nintendo is considering putting a 50/60Hz switch on the Ultra 64 which will enable players to play games designed for both PAL and NTSC television standards. Wishful thinking if you ask me. I expect that an Ultra 64 convertor will soon be under development in a dodgy Hong Kong sweat shop.

Q 1. I'm a huge fan of the RPG Lufia ... *blah, blah, blah, ...* saw screen shots of sequel in US mag ... *waffle, waffle, waffle, ...* been seventeen months ... *yak, yak, yak, ...* bloody tired of waiting! ***(Stop already! I get the idea! - Skull)***
2. Can you tell me where I can obtain Robotech videos from? I love the series

Robby Bartlett of Sailsbury Park has a disturbingly clear vision of what goes on at NMS!

MAIL BAG

Since I have now, more or less, expelled all the members of the Yoshi clan from these pages (well there is that Yoshi's Island review up the front of the mag but Mary insisted that I put that in), these pages have almost become safe to read. If you have a missive of some note for my attention send it to Mailbag, PO Box A305, Sydney South, NSW 2000.

DEAR FAT BOY

I'm writing to say that person in issue 25 that said this magazine is crap was very, very up himself. But that's not the reason I'm writing. I was hoping that you could send me a catalogue for Super NES *please*.

Many thanks

Matthew Nock

Matthew, Matthew, Matthew, you do not tell me but I assume that you're after a catalogue of Super NES games. As far as a complete catalogue of Super NES games goes, there isn't really one and as there are several major distributors of games here there is no one company to contact. If you are after a reasonably complete list of games I suggest that you contact a reputable mail order company and ask them for their catalogue and that should give you a fair idea of what is available.

YO FAT BOY

What is the point of having a mailbag where everyone just puts in utter crap letters like the Yoshi saga, it just pisses me off. Every month when I go to read the mailbag and it's full of utter crap. It doesn't stop there either Q&A section is just the same with the pathetic questions in every issue.

Some N-head game-players should be shot or ashamed of themselves to sound like such complete wankers. I mean I'd like to see your and Skull's section expanded to four pages each, but if utter crap is going to be present in each Mailbag or Q&A I just wouldn't worry about having one at all.

I know Yoshi is an excellent Mario creation, but let's just leave it at that please! He is a dinosaur, let it be. Fat Boy, just promise me this NO more pathetic letters it really doesn't give N-heads a good name if you know what I mean!

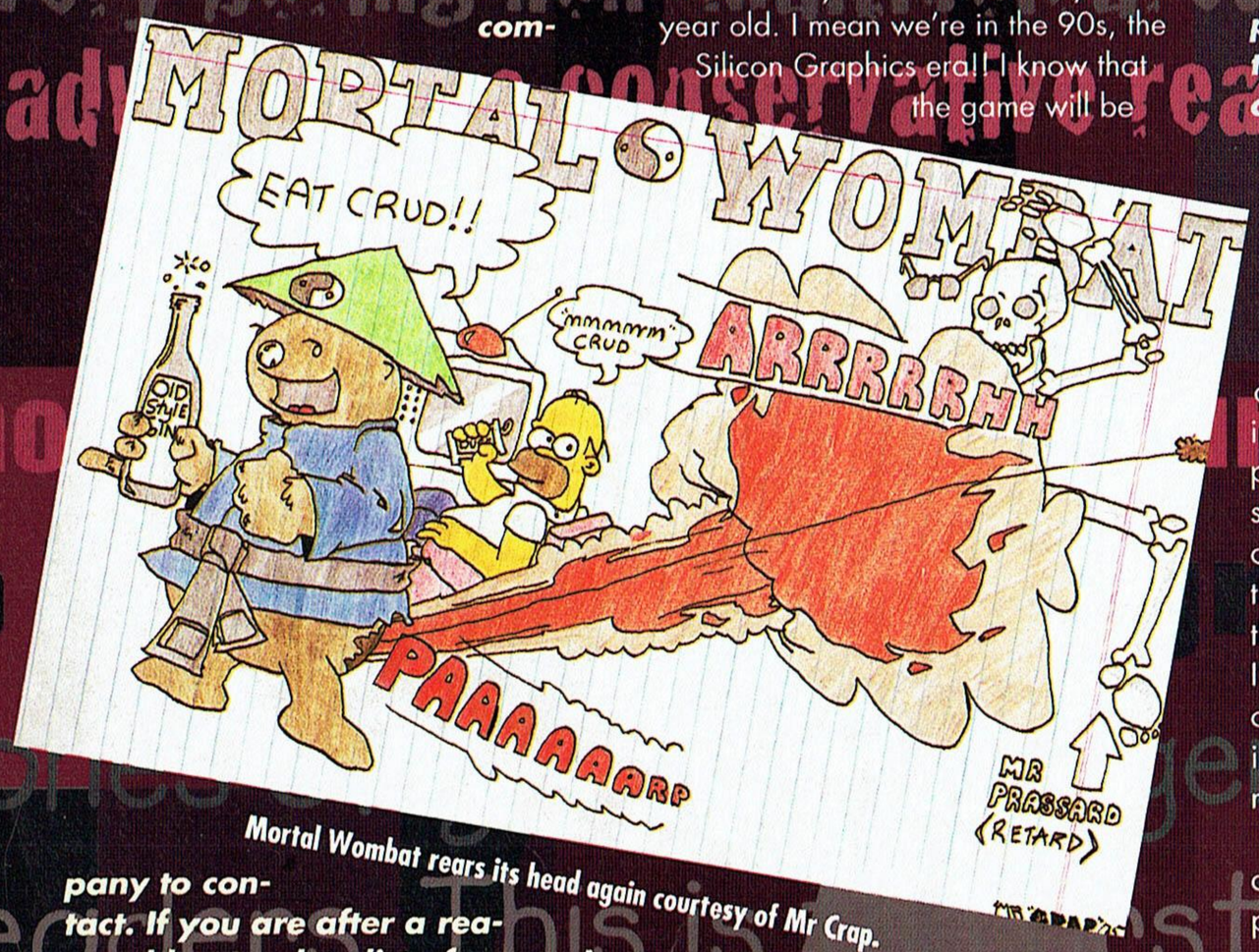
Now leaving that very sad subject of Yoshi junkies. Is it just me or do the graphics for Super Mario World 2 look like they've been drawn by a 2 year old. I mean we're in the 90s, the Silicon Graphics era!! I know that the game will be saved by the outstanding gameplay, but some of these screen shots looked like NES screen shots. Hell they were disgusting repulsive to the bone and since when has Yoshi had a red nose? Yuk!!!!!!!! I mean can't the people at Nintendo reach a happy medium. Just look at Donkey Kong Country or even Donkey Kong Land the graphics looked much, much better than SMW 2!! DKC will never be up there with the fantastic gameplay of SMW2, but at least Shigeru Miyamoto and his graphics department could've come up with some 90s style graphics. And the NU64 better be worth the wait or I'll be a very pissed off N-head.

See ya

Ben Crabb

Tanunda SA

Some valid points you have there young Ben, but as we say over and over again, even if the graphics aren't much beyond a couple of stick figures, but the gameplay's brilliant then that's more important. As for the graphics of Yoshi's Island I rather like them and as I've had the benefit of seeing what the FX chip does in conjunction with them, I reckon they're pretty cool. As for your desire for four pages of Q&A and Mailbag, then your wish (well for Q&A anyway) has been granted.



Mortal Wombat rears its head again courtesy of Mr Crap.

DEAR FAT BOY

Over the last few months your Mailbag has gone from bad to very bad to really really bad to crap! Why? It probably has something to do with the fact that you insist on printing that garbage written by those stupid idiots who sign their name as something-Oshi. Well I for one am sick of it! I don't know what the hell they think they are doing or why the hell they even bother to write in to you but I'm getting really, really annoyed at opening up to page 52 and getting hit in the face by a barrage of crap, morons with no life what-so-ever.

And what the hell were those stories about the Kwik-E-Mart by Mr Prassard printed for anyway! The stupid piece of bone known as the Skull is just as bad as you if not worse! In issue 16 when I first encountered Mr Prassard's sad, illiterate scrawls I cold have sworn Skull said Mr Prassard had no brains or something along those lines but wait lo and behold a whole two or three issues later I find that they act as if they were best friends talk about a change of attitude! Now I don't know what the hell is going through your mind or Skull's mind but I have some advice to give to you. STOP PRINTING ALL THESE CRAPPY LETTERS!!!

First of all you printed that stupid lonely heart letter (get a life buddy!) and then you printed the replies from those girls and now those losers who think they are dinosaurs. (Yeah right they don't even have brains so how could they be?) What trash will you print next? What morons will write in next? Probably some people pretending to be characters from Killer Instinct! If I see one more crap letter I'm going to cut out the Mailbag and Q&A sections of NMS and read the rest of the mag. It will be less painful.

From a severely pissed off reader.

PS I forgot to mention that Mr Prassard's mail sucks substantially and is not funny. Although his drawings are all right considering what they are about.

Dear S. Pissed-Off, I'm so glad that I've had the opportunity of publishing your missive - it has done so much to raise the tone of this month's Mailbag.

TO ALL THE OSHIS

I'm Goroshi. I'm here to tell all of you that Shao Kahn-oshi is getting angry with all your fighting. He said that if you keep fighting he will send Kintaroshi to kill all of you. If Kintaroshi has any trouble with any of you, he will send Shang Tsung-oshi to help him. And if Liu Kang-oshi tries to save you, Shang Tsung-oshi will do a soul drain on him. If any of you try and kill them, I'll be sent to rip all your spines out. And if anything happens to me, then you're all in deep crap because the mighty emperor will come and torture all of you and when your dead he'll piss on your grave. Now shut up, stop fighting and piss off.

Goroshi

Shao Kahn's Castle

Outworld

Whoops, dunno how that letter slipped in...

DEAR FAT BOY

I just thought I would write in and voice my opinion on a subject that has been disturbing me. There has been a lot of talk and boasting about the capabilities and pricing of the NU64. Examples are: "It will surpass even the Sony PlayStation in every respect..." I mean, how is this possible at about US$250? I understand it's due to mass production of the unit, but let's be reasonable... Automobiles are mass produced but you are not getting them at around $300 each (From NMS 27 where it is said that the mass production of the NU64 would bring the price of the machine from $50,000 to about $250. Yeah, right!). I have seen PlayStation's Ridge Racer and it looks damn good and it puts to shame the arcade game, Cruis'n USA, which is

meant to provide a preview of the NU64. Another thing: What is so amazing about Killer Instinct? Oh my God! It uses rendered graphics! So what? It's not like it's rendering them on the spot (now *that* would be something!), all it shows is that the arcade machine has a lot of ROM to store the pre-rendered graphics, that's all. I am not trying to put Nintendo down or anything (they always deliver quality), it's just that I have to see it to believe it. Let's not live in a world of fantasy and blind faith in a video game company.

On a completely different note, I am glad to see that you have taken a stand against the Yoshi-related letters as I felt I was buying a magazine aimed at 8 year olds and I was thinking of buying other international magazines for a more serious insight into the world of gaming (not that I don't appreciate a joke, but crap is crap). That's all I have to say and I'd be happy to see this letter printed but unless it is returned I will assume that someone at NMS read it.

Yours sincerely,
Mark Romero

Well Mark your points about blind faith in a video game company are pointed and timely. And yes, the almost mythical NU64 will have to prove its worth in marketplace along with all other new consoles. However if its capabilities are anything near what the rumours say then it should be a pretty spectacular machine. However as my reply to Ben Crabb earlier on in this month's Mailbag said if the gameplay's not there then it doesn't matter how amazing the graphics are and that's really where Nintendo's strength lies, their dud games are few and far between.

DEAR FAT HEAD

I would like to reply to Steven Rivers' letter in NMS 30, about the Aussie rules football game on Super NES, and you said only Victorians would play it, well I'M BLOODY SOUTH AUSTRALIAN!!!, and I'd play it, (and no I don't barrack for the crappy Crows). I don't actually barrack for any AFL team (but I will barrack for Port Adelaide Power next year), who's your favourite team?

If there's an AFL game on Super NES, it would probably be the only sports game I'd play. I've played Aussie rules football on NES, but I think it's a pile of crap, it's too bloody hard to control!

Now about issue 31, how come you only published crap!, you know the Yoshi mumbo jumbo, I couldn't be stuffed reading Mailbag, we don't care about what colour Moshi, Woshi or Toshi is!, so go back to your arguments okay!, so get lost!!

Mark Russell
North Haven, SA

PS Thanks for the eggs a few months back.

PPS If you're wondering what happened to Aardvark King, I think that Aardvarkland's Prime Minister, Aardvark Prime Minister executed him with the guillotine, because he made a dart board with Dhalsimialabim Harapongo's picture on it, and Dhalsimialabim Harapongo is Aardvark Prime Minister's best friend.

PPPS Bog!

PPPPS You'd bloody well better print this so I didn't waste half an hour and 45¢ on a stamp.

DEAR FAT BOY

I've read your magazine since issue 7 every month and enjoy it. But I'm disgusted with this Boshi and Yoshi crap you've been printing in your magazine. In the first issue I bought, the Mailbag was filled with opinion and ideas. Now its merely a way for twits to speak crap not opinion.

From
Renwick

PS Get rid of the multicolour backgrounds please.

Although your opinions are a little thin on the ground you'll notice a reduction in the number of multicoloured backgrounds.

DEAR FAT BOY

Hi my name is Mark Timbs and I am 11 years old. This is the first time I have written to a magazine so please be patient and don't get cheesed off. Why does everyone put crap (to put it politely) on the magazine and the people? I just don't understand, if they don't like the magazine why buy it (that's what you should tell them)? I collect NMS magazines and I reckon they are great. Please don't do anything to this letter i.e.
chuck it, rip it or just
treat it bad. Your magazines are great, with the reviews, previews, and hints and tips etc. I had brought a game for my Super NES because your magazine had reviewed it and showed some pics of it. It is Unirally. Do you have any letters come in for tips for Michael Jordan: Chaos In The Windy City? If so please tell me (except: code 4ULFBCHY8P3 and VkPQQBHHH50). Here is one from me - code 12345678999 that is for 50 lives and ten hearts and any stage select.

Yours faithfully
Mark Timbs

PS Please don't publish this letter just keep it between you and me.

PPS Please write back I would really appreciate it. Thank you.

I don't know why you were so shy about not having your letter published though I am surprised that it's taken you so long to get around to writing to us here at NMS. As for Chaos In Windy City cheats I seem to recall that several have been printed so feel free to consult some of your back issues.

REGARDS TO FAT BOY

Hi! Though you've never heard of me, I have been taking interest in your wellbeing, and that of your fellow worker Skull. I have been assigned to both of you as a sort of "Guarding Guardian" or something. Don't ask me to make sense of that 'cause they don't tell me nothing about my jobs they just tell me to do it.

Anyway, it was just a few millennia ago that I was abducted by the then existent Nagumo monster. After endless hours of imprisonment next to his bedroom (more screams than you'd hear from Michael Jackson's bedroom? Oohh, don't remind me!), a young girl was thrown into the cell with me. We talked for a while and I began to like her. She asked me if I wanted to escape, and then I started laughing. Enraged, she physically destroyed one of the walls and dragged me to a thick forest, where she recited many hexes which bound me to sercie [*What?*] of the human and sub-human races. Then I was acquitted from various activities, such as playing Super NES and the like. The only exceptions to these rules was that if I was ever to come into the service of one who allows such pleasures, I may indulge freely.

It was only last month that Suroji Argh (my probation officer) relieved me of service to some prickle-faced, blue guy, someone I have grown to hate, and gave me another choice. I looked down the list and only name there that I had heard that had no psychological problems was a green dino. Rather than spend my life eating dino-food, I took the opportunity to indulge by choosing a duo that would give me freedom of Nintendo use. That duo was you and Skull, Fat Boy, and both of you are the last job I'll ever have to do! So now I reduced myself from the rubber doll that hedgehog had me as, yes!! Now I am a typical NMS Drool, in such a form, I can easily do my job. See you soon! (Look for the seal of the Eye on envelopes. I will be there!)

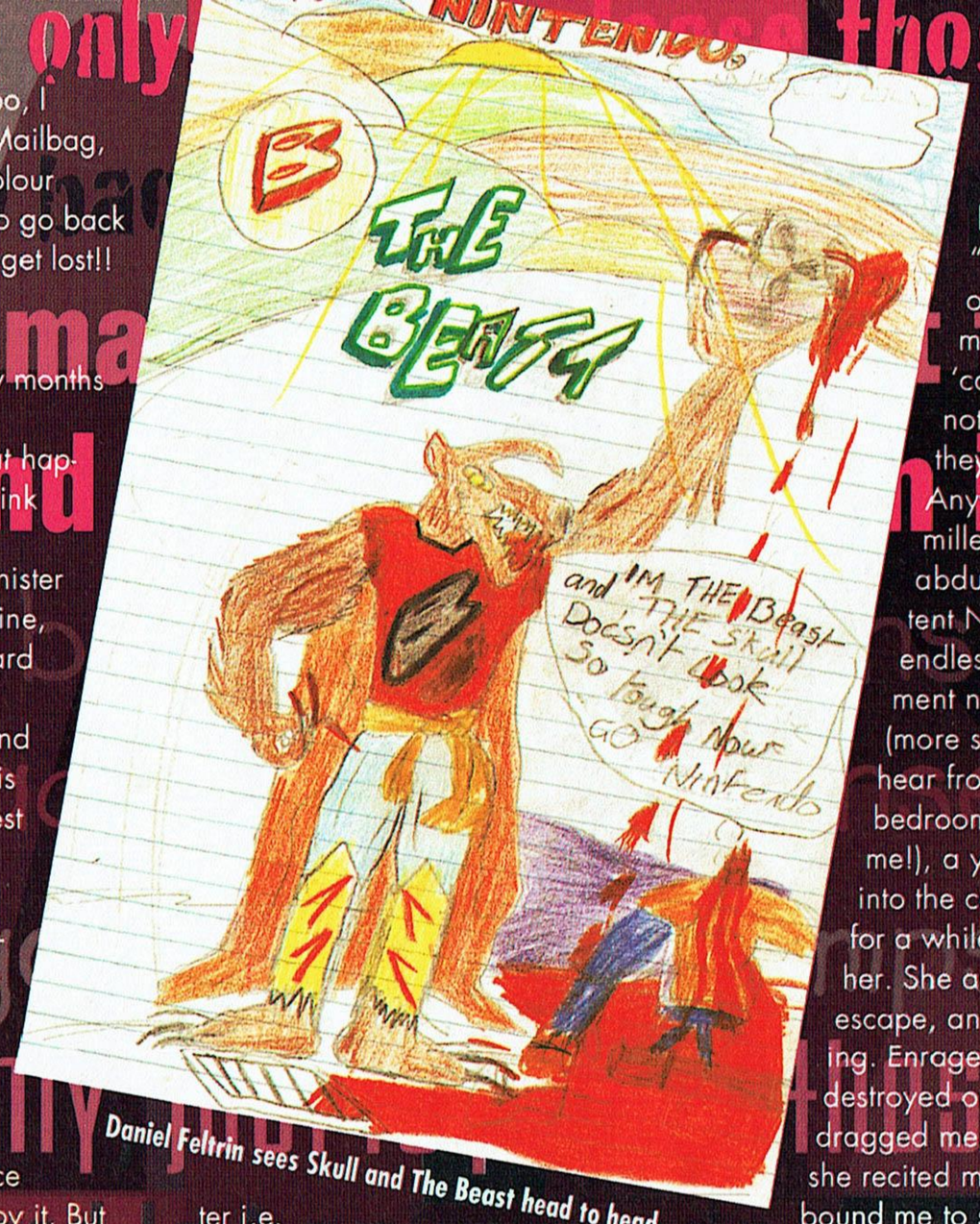
Yours immortally,
The Harlequin
Residing in a Bowen Postal Box, Qld

PS Is Mr Prassard also a "Guarding Guardian"? He seems like the one who had to watch that stupid mutated fox (I heard some guy bashing the crap out of the little red bastard at least five times a day!)

PPS Now that I'm a typical NMS Drool... NMS RULES!! SONIC SUX!! SEGA SUX!! FAT IS GOOD!! NINTENDO KICKS BUTT!! More COMPS!! I WANT A FREE ANIME VIDEO!! ... sorry, I had to let it out.

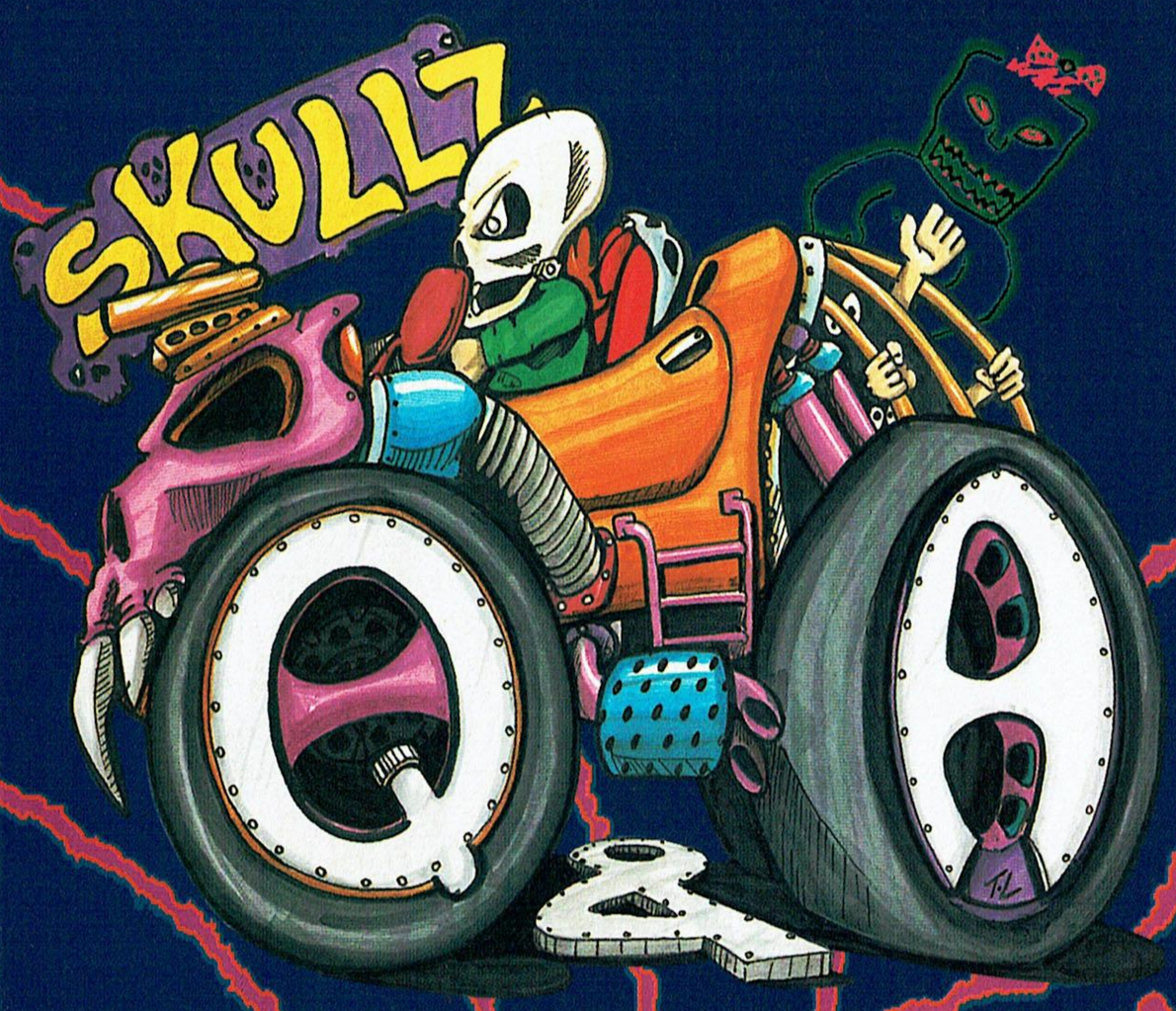
PPS See ya!

Hmmm think you need to get out more...



Daniel Feltrin sees Skull and The Beast head to head.

This rather tasty piece of artwork comes from rabid RPG fan Michael Lynn.



Just because it's Christmas doesn't mean that my DSV cult takes a holiday. As far as I'm concerned it's Death, Suffering and Violence all the way.

If you feel that you are worthy of the honour that comes with contributing to these pages then send your humble submissions to me at Skull's Q&A, PO Box A305, Sydney South NSW 2000.

Q Hi! I am a dedicated reader and loyal Nintendo user. My name is Fluffy and I am one of those who thrives on Ultra 64 news, so I am writing to scrape up any information that is attainable.
1. How the <*> did the Megadrive get Megaman?
2. Will you print the word <*> for me?
3. Don't you think it would be cool if Nintendo signed a contract with Namco, just think of the advantages. We could have Tekken on the Ultra 64.
4. A few months ago someone wrote in and asked if there was going to be a CD ROM attachment for the Ultra 64, and I was wondering if any developments have taken place since then?
— Lots of love,
Fluffy
<> Attention! This word has been censored for your protection. Have a nice day!*

A ***Skull: 1. I do not answer foul mouthed freaks!***
2. Oh, look out the window. A bird is sitting in the tree.
3. Funny you should mention that. It just so happens that one of the first NU64 games will be an enhanced version of Namco's excellent Ace Driver coin-op. As for Tekken, I should imagine Namco will come up with something a bit better than that for the Ultra 64.
4. Nintendo is planning to release an add-on high density storage system for the Ultra 64, but it won't be CD-based. The drive will use 10cm magnetic disks which can each hold up to 150 megabytes. These disks can be used to store information on, as well as providing new data (game upgrades, perhaps?) The other advantage over CD ROMs (Read Only Memory) is the incredibly quick access times.

Q To Mr Skull,
I am grovelling at the mighty ask of a moment of your time and magazine.
1. Even though Doom has just been released on the Super NES, is there any rumours about any other Doom-style games being converted to the Super NES?
2. When the Nintendo Ultra 64 is released, will the hardware be country specific? In other words, will we need a converter to play foreign titles enslaved to some rare version of the NU64?
— Brett Dayman,
Mundijong, WA

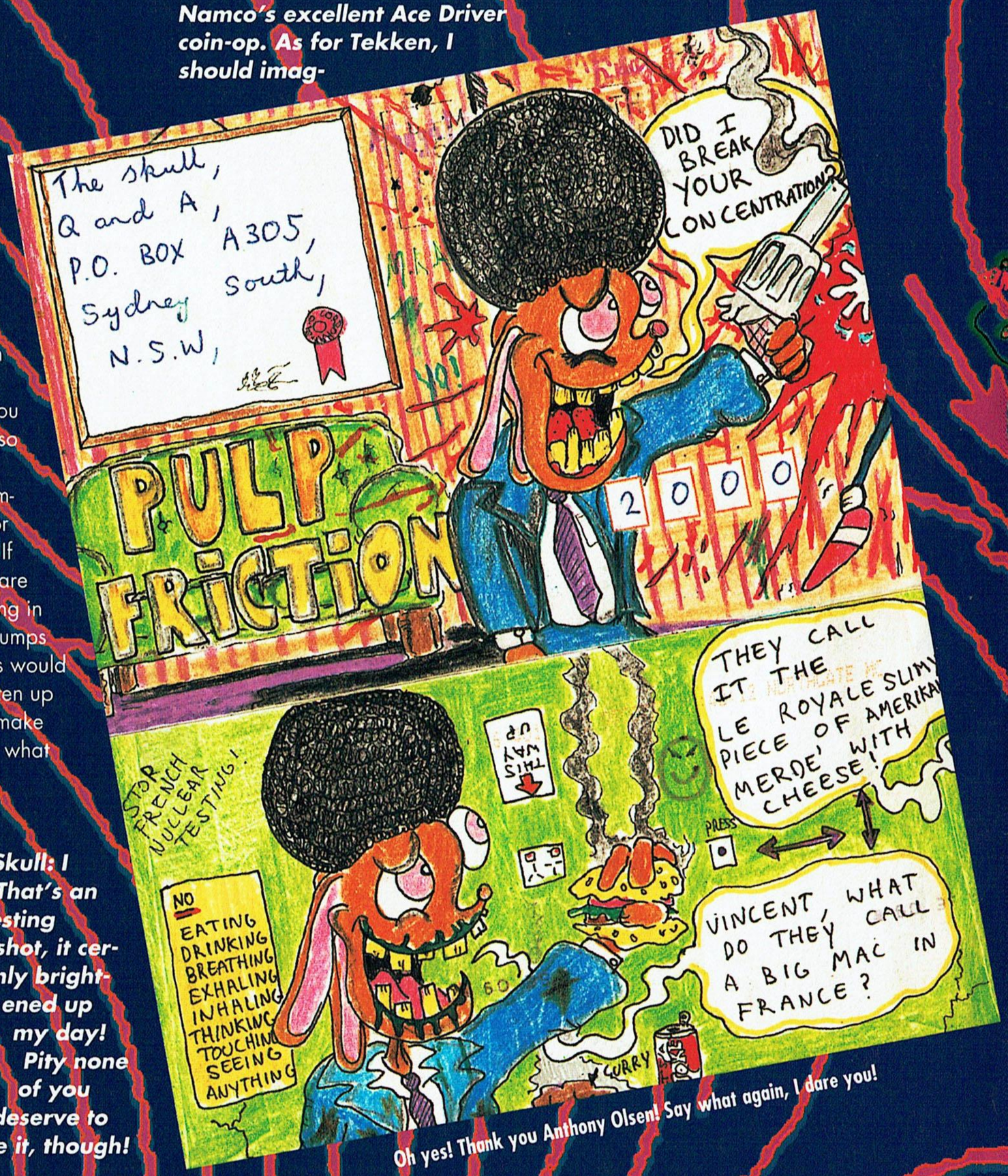
Q Is Yoshi male or female? Because the game says he is male, but unless this is just a freak happening, the male of the species doesn't normally lay eggs.
— From The Fish

A ***Skull: A fair question. I'd say it's because he's a freak! Still, it must hurt a bit.***

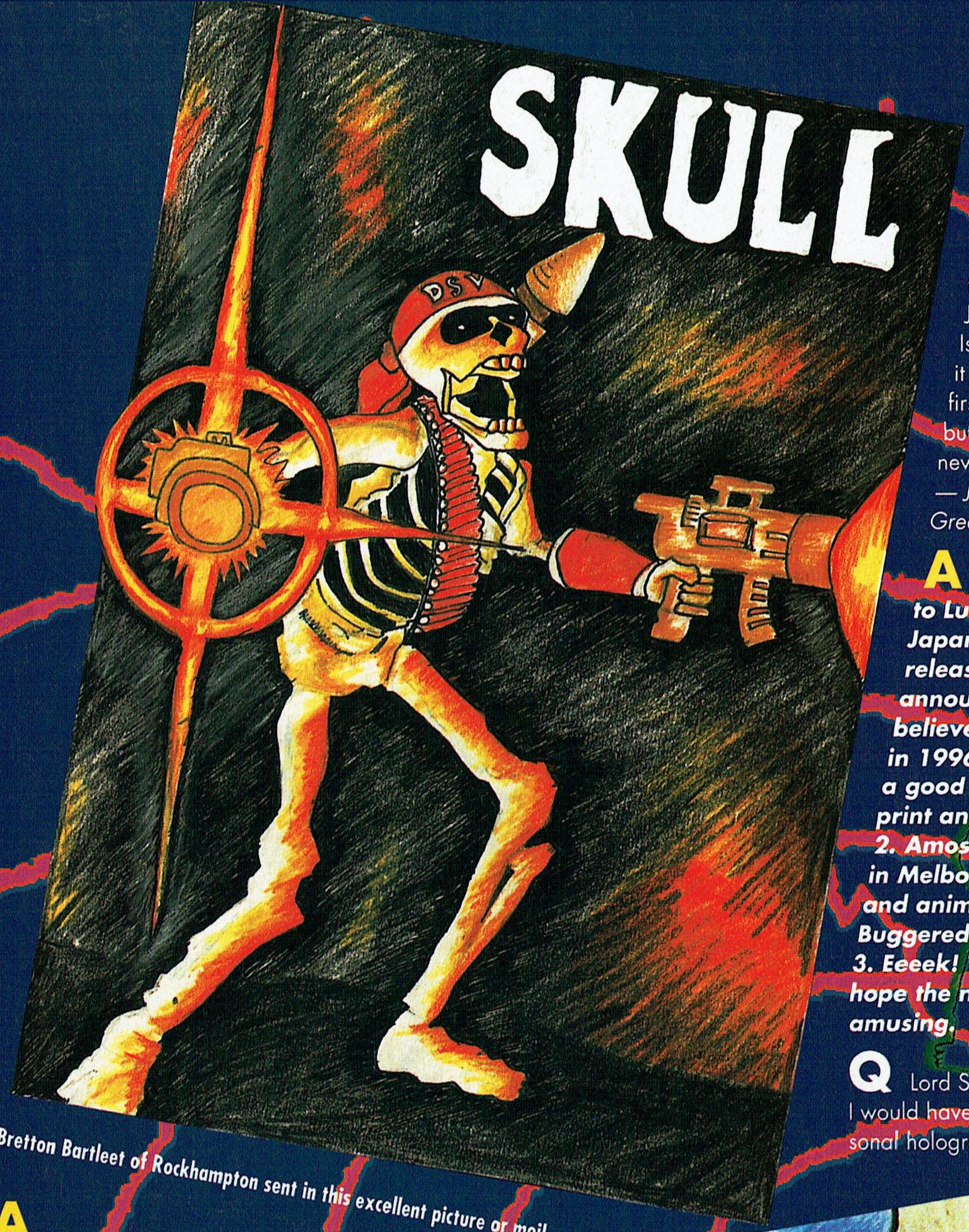
Q Yo Skull,
I happened to be at the Japanese annual festival when I ran into Kitana, Milena, Jade, Cammy, Chun Li, Samus and Morrigan. Feeling generous (as I do), I asked the girls to pose for a photo for Skull. You should have seen the reaction and all the clothes fly off, in such a hurry! When that happened I got the feeling you are a very popular guy, so I asked Cammy for her phone number for you. If you are feeling in the dumps the girls would like to brighten up your day. If this doesn't make you happy, I don't know what will!
— Camera Man

EXCELLENT! More guns! This pic is from Nash.

A ***Skull: I say! That's an interesting snapshot, it certainly brightened up my day! Pity none of you deserve to see it, though!***


The skull,
Q and A,
P.O. BOX A305,
Sydney South,
N.S.W,
DID I BREAK YOUR CONCENTRATION?
PULP FRICTION
2000
STOP FRENCH NUCLEAR TESTING!
THIS WAY UP
THEY CALL IT THE LE ROYALE SLIMY PIECE OF AMERIKAN MERDE' WITH CHEESE!
PRESS
VINCENT, WHAT DO THEY CALL A BIG MAC IN FRANCE?
NO EATING DRINKING BREATHING EXHALING INHALING THINKING TOUCHING SEEING ANYTHING
CURRY

Oh yes! Thank you Anthony Olsen! Say what again, I dare you!



Bretton Bartleet of Rockhampton sent in this excellent picture or moi!

and there's no place in Adelaide where I can get them from. It doesn't matter if they're NTSC.

3. I have discovered that Nintendo are cunning little fiends. I purchased a Japanese copy of Yoshi's Island and discovered that it will work with some of the first generation converters, but not through any of the new ones!

— Julian W.
Greenacres, SA

A ***Skull: 1. The sequel to Lufia is out now in Japan, but an American release date has yet to be announced. Would you believe possibly sometime in 1996? And no, I am not in a good mood, so I will not print any screen shots.***
2. Amos says there is a place in Melbourne that sells manga and anime mail order. Buggered if I know where it is.
3. Eeeek! The secret's out! I hope the next letter is more amusing.

Q Lord Skull, my master:
I would have sent this to you by personal holographic imagery, but my equipment was trashed during a patrol on Phobos. I am thus forced to rely on this primitive method of human communication.

During my last mission, my platoon and I were ambushed by a group of cacodemons. We won, but half my troops were slaughtered and my leg was chewed off. While I am waiting for a cybernetic replacement leg from one of your factories, I decided to ask you these questions which have been bothering me for a while.

1. I saw the review of Metal Warriors and I am interested in getting it. Will it be released in Australia and, if not, where can I order it from?

2. I have recently received information that a new group of Sega sympathisers have opened a clandestine society in the fair city of Brisbane. I humbly request a grant of soldiers to wipe out this offence to decency.

3. I have been part of the DSV Legion for some years now, but I would like confirmation.

— Amahen Dextra,
Commander of the 1st Cohort Elite Death Troopers

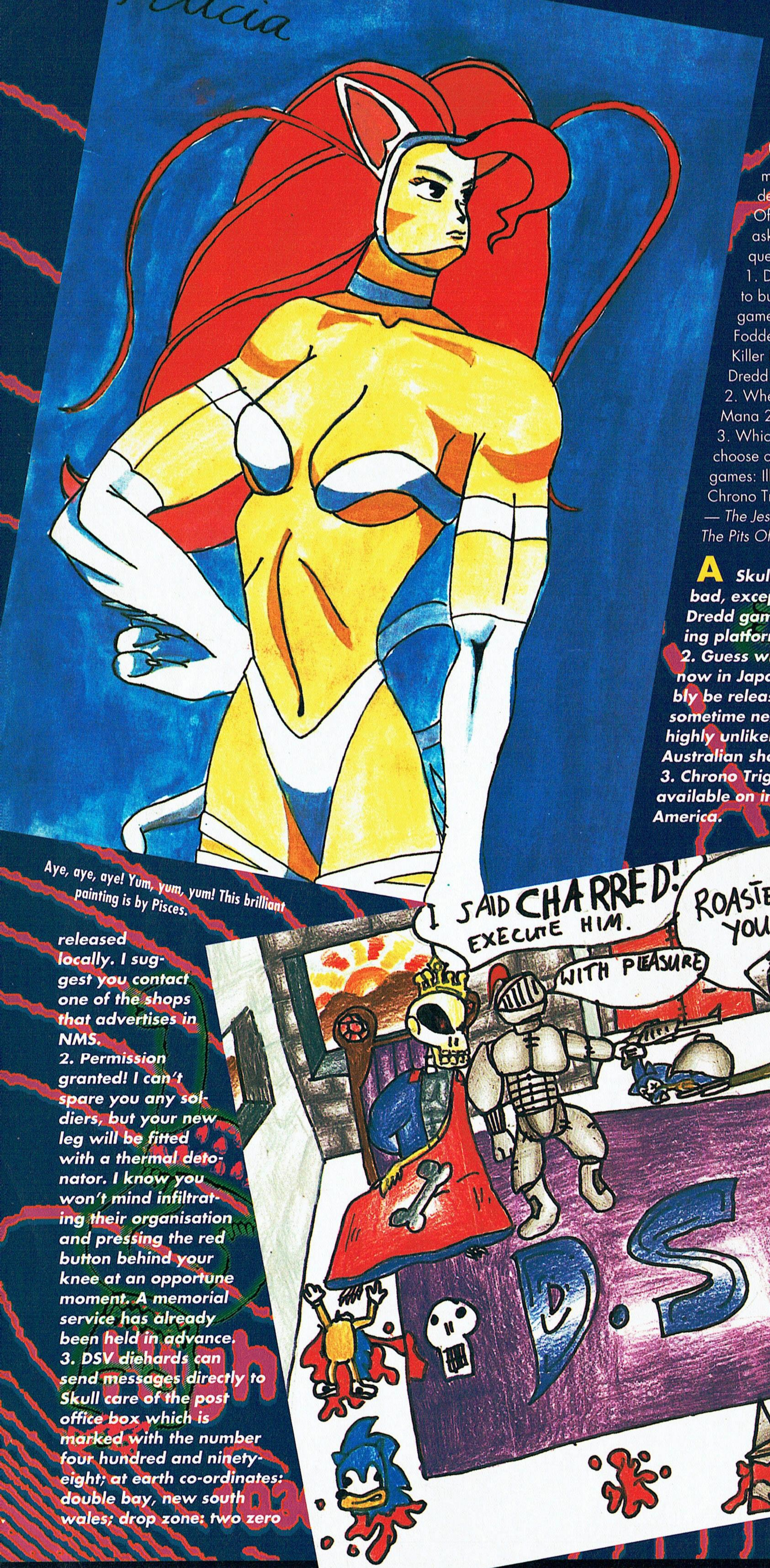
A ***Skull: 1. There is little chance of Metal Warrior (or any Konami Super NES game) being***

A ***Skull: 1. It's unlikely, given the fact that such games require the assistance of the FX2 chip, and that putting one of those in every cart tends to push the price up toward unacceptable levels. Still, I wouldn't be surprised if some developer knocks out a dodgy Doom clone for the Super NES.***
2. There are rumours that Nintendo is considering putting a 50/60Hz switch on the Ultra 64 which will enable players to play games designed for both PAL and NTSC television standards. Wishful thinking if you ask me. I expect that an Ultra 64 convertor will soon be under development in a dodgy Hong Kong sweat shop.

Q 1. I'm a huge fan of the RPG Lufia ... *blah, blah, blah,* ... saw screen shots of sequel in US mag ... *waffle, waffle, waffle,* ... been seventeen months ... *yak, yak, yak,* ... bloody tired of waiting! ***(Stop already! I get the idea! - Skull)***

2. Can you tell me where I can obtain Robotech videos from? I love the series

Robby Bartlett of Sailsbury Park has a disturbingly clear vision of what goes on at NMS!



Aye, aye, aye! Yum, yum, yum! This brilliant painting is by Pisces.

two eight. No game-related nonsense, please.

Q Greetings, mighty mass murderer. I, The Jester Of Doom, wish to ask you the following questions.

1. Do you advise me to buy the following games? Cannon Fodder, Doom, MK3, Killer Instinct and Judge Dredd.
2. When will Secret Of Mana 2 be released?
3. Which would you choose out of these two games: Illusion Of Time or Chrono Trigger?

— The Jester Of Doom, The Pits Of Hell

A ***Skull: 1. They're not bad, except the Judge Dredd game which is boring platform inaction.***

2. Guess what? It's out now in Japan, may possibly be released in America sometime next year, and highly unlikely to ever grace Australian shores.

3. Chrono Trigger, which is available on import from America.

Q Dear Skull,

When I was playing Super Mario World, I completed the special zone and everything on the map changed colour. Is there any way of reversing this?

— Peter Hannay, Ringwood, Vic.

A ***Skull: Well done! Completing the special zone requires exemplary game skills, and the change in map colour signifies to others that you have them in abundant quantities. No, you can't change the colours back.***

Q To that thing on top of the spine, Hello, fellow galactic citizen. Fox McCloud here, how ya doing? I just got back from killing Andross again and I thought it was about time I said something other than "All ships check in!" Now, for my universally important question: When the #&@% is Starwing II coming out?!

— Fox McCloud, Lylat Solar System

P.S. If you edit my letter I will get the Plasma Hydra to whop you in the eye socket. He's my pal!

A ***Skull: Do you want the good news or the bad news? The good news is that there is no good***

released locally. I suggest you contact one of the shops that advertises in NMS.

2. Permission granted! I can't spare you any soldiers, but your new leg will be fitted with a thermal detonator. I know you won't mind infiltrating their organisation and pressing the red button behind your knee at an opportune moment. A memorial service has already been held in advance.

3. DSV diehards can send messages directly to Skull care of the post office box which is marked with the number four hundred and ninety-eight; at earth co-ordinates: double bay, new south wales; drop zone: two zero

Another masterpiece from Shaun Farrugia!

news, the bad news is Starwing II on the Super NES has been scrapped. Wait, I have more news; it has been rumoured that the Nintendo Ultra 64 will play host to Starwing X (Woo-hoo!), but it won't be out until next year (D'oh!).

P.S. As I have rather drastically edited your letter, I am looking forward to a visit from your 'pal'. Hope he turns up during breakfast!

Hey! How'd that snapshot get in there! Methinks David Hamilton of Snadringham, Vic has something to do with it!

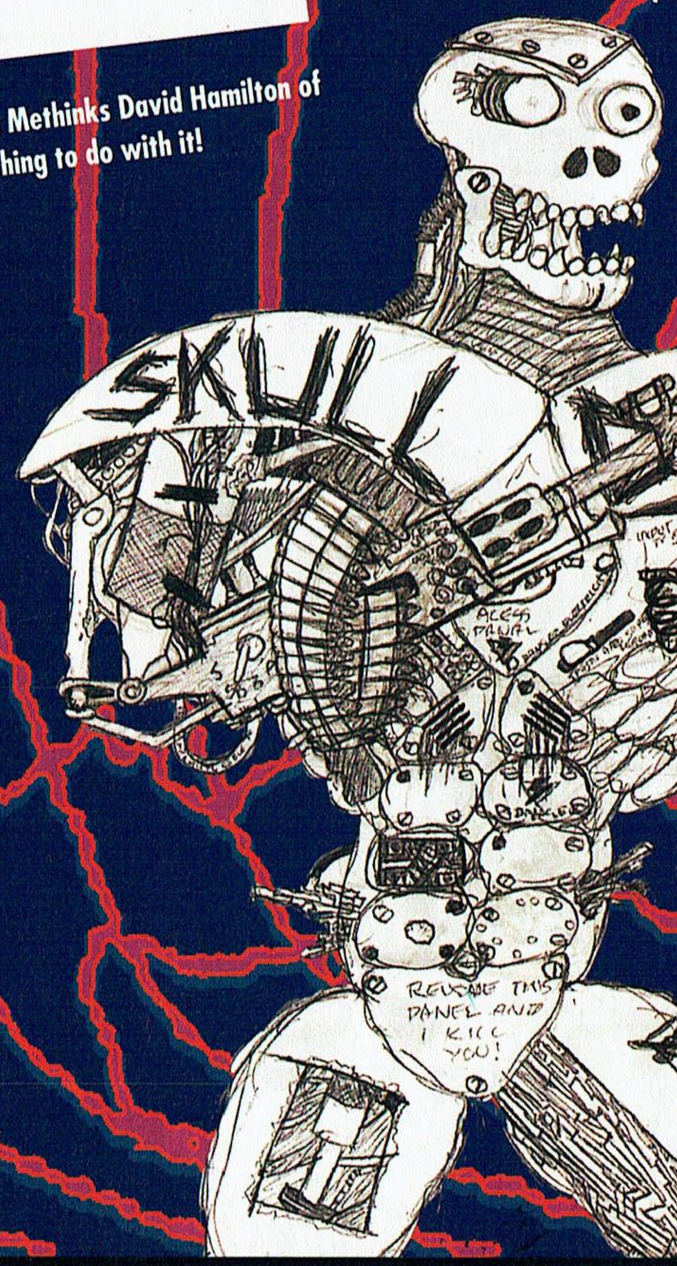
Q To Sir Skull,

1. I wrote in just to ask if it's possible, and what would happen if you hooked up your Super NES to your Super VGA computer monitor. Would your Super NES blow, or would your monitor blow? Or would it just not fit?
2. Also, In NMS #27 it was stated that the Ultra 64 supports the High Definition Television standard, which is currently only available in Japan, and is comparable to a SVGA monitor. So, instead of getting a HDTV from Japan, could you hook the NU64 to your computer monitor? Or is it too early to tell?

— Anthony Moretti, Mt Gambier, SA

A **Skull: 1. In an ideal world, both the Super NES and the monitor would explode in a fiery blast of sparks.**

Anyone for toasted lumps of sugar and gelatine? Yes please! This masterpiece is by the talented Daniel Torocsik.



Cool! Cyber Skull on the rampage! From Luke Poskitt.

Unfortunately, they will simply not fit.

2. Good question. As HDTV is confined to wealthy Japanese for the time being, it is unlikely that NU64 software will be programmed to take advantage of the increased resolution provided by High Definition TV, although this may obviously change if the standard becomes more widespread and accessible. As for SVGA monitors, it is a case of waiting to see what sort of output connectors Nintendo offer, and whether or not they can be modified to fit an SVGA monitor.

What do you mean you don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!???
How could you ever call yourself a true believer???!!!
What you need are BACK ISSUES!!!!!!!

NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

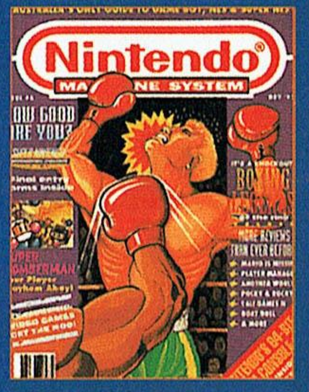
NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

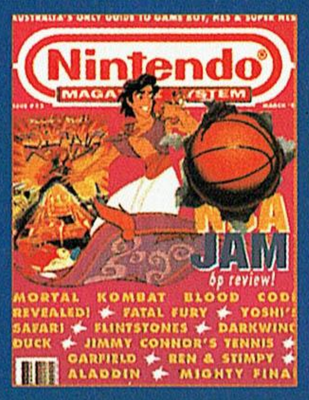


NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES**: Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES)

NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES**: The Jetsons (NES): Parodius (SNES), Super Mario World (SNES).

NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES**: The Lost Vikings (SNES), Shadowrun (SNES).



NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES**: Zombies, Zelda II: The Adventure Of Link (NES).

NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES**: Super Bomber Man (SNES), Super Mario Bros 1, 2 &3 (NES), Jurassic Park (SNES).

NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES**: Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES**: Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Shigeru Miyamoto interview.

NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES**: Super Metroid (SNES), Zelda - Link's Awakening (GB).

NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Behind The Scenes Of The Street Fighter Movie.

NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES**: Mortal Kombat II (SNES), Super Metroid (SNES).

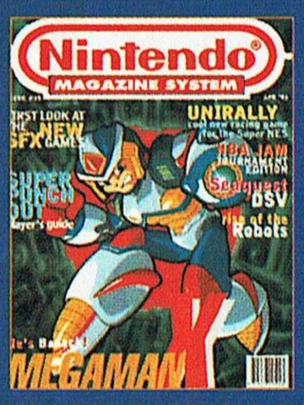
NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE**: Stunt Race FX (SNES). **PLUS**: Rare Software interview.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE**: Stunt Race FX (SNES).

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Anime/Buichi Terasawa Interview, Argonaut Interview.

NMS 24 REVIEWS ULTRA 64: Killer Instinct, Cruis'n USA. SNES: Cannon Fodder, Final Fantasy III, Ghoul Patrol, Tetris & Dr Mario, Super Probotector. GB: NBA Jam, Nigel Mansell's **GUIDES**: Secret Of Mana (SNES), Donkey Kong Country (SNES). **EXTRA**: Amos Wong Dartboard, Behind The Scenes Of NMS.



NMS 25 REVIEWS SNES: Unirally, NBA Jam Tournament Edition, Seaquest DSV, Cal Ripken Jr Baseball, Rise Of The Robots, Shaq Fu, Wolverine Adamantium Rage, Outlander; GB: Stargate; **GUIDE**: Super Punch Out; **PLUS**: Interview with Nintendo Australia's Marketing Director.

NMS 26 REVIEWS SNES: Kirby's Dream Course, Warlock, Full Throttle All-American Racing, Newman-Haas Indycar Featuring Nigel Mansell, Super Pinball, Mystic Quest Legend; GB: Seaquest DSV; **GUIDE**: Killer Instinct; **PLUS**: Virtual Boy Special, Street Fighter Anime Preview.

NMS 27 REVIEWS SNES: Front Mission, Brutal - Paws of Fury, Itchy & Scratchy, NBA Live '95, True Lies; GB: Desert Strike, True Lies, Mega Man. **GUIDES**: NBA Jam Tournament Edition (SNES), Killer Instinct (U64). **PLUS**: Ultra 64 Special.

NMS 28 REVIEWS SNES: Super International Cricket, Chrono Trigger, Robocop Vs Terminator, Star Trek - Starfleet Academy, Stargate; NES: Lion King; GB: Mario's Picross, Kirby's Dream Land, FIFA International Soccer.**GUIDES**: Unirally (SNES).

NMS 29 REVIEWS SNES: Justice League Task Force, Judge Dredd; GB: Donkey Kong Land, Earthworm Jim, Pac In Time, Judge Dredd, Bubsy 2. **GUIDES**: Illusion Of Time (SNES), Syndicate (SNES). **PLUS**: Acclaim Feature.

NMS 30 REVIEWS SNES: Killer Instinct, Metal Warriors, Megaman 7, Kirby's Ghost Trap; GB: NBA Jam Tournament Edition. **PLUS**: Paradigm Interview.

NMS 31 REVIEWS SNES: Doom, The Mask, Theme Park, Urban Strike, Demolition Man, Super Bomber Man 3; GB: PGA Euro Tour. **GUIDE**: Donkey Kong Land (GB).

NMS 32 REVIEWS SNES: Mortal Kombat 3, Obelix, Mechwarrior 3050; **GB:** Asteroids & Missile Command, Bomber Man 2. **PLUS:** Software Creations Special.

Each of these glorious back issues will cost you a mere $6.00 (AUS $7.50 for New Zealand) including postage and handling.

All you have to do is send us a cheque or a money order (do not send cash 'cause it gets nicked) made out to Trielle Corporation to NMS Back Issues, PO Box A305, Sydney South NSW 2000 with a note letting us know which brilliant issues you're after and we'll send them straight out to you! Then you can relax and contemplate your complete and perfect life!

Yeah, yeah, yeah I'm filling it out. When you get it please rush me ..... copy/copies of what I've ticked. Okay?! DO IT NOW! Oh, do I get a FREE set of steak knives with it or what?

☐ NMS 3	☐ NMS 6	☐ NMS 8	☐ NMS 10
☐ NMS 11	☐ NMS 12	☑ NMS 13	☐ NMS 21
☐ NMS 22	☐ NMS 23	☑ NMS 24	☐ NMS 25
☐ NMS 28	☐ NMS29	☑ NMS 30	☑ NMS 31

NAME: Scott Simpkins

ADDRESS: 4 Tyrone st (Victor Harbour)

STATE: South Australia POSTCODE: 5211

DAYTIME PHONE NO: N/A

Then send this form to NMS Back Issues, PO Box A305, Sydney South NSW 2000. If you don't want to cut up your priceless copy of NMS then a photocopy's fine by us!

Tips & Tactics

Merry Christmas, and all that which goes on at this time of year. No doubt you'll all be waiting anxiously by the Chrissie tree for Santa to dump a load of new games into your eager little mitts, and when he does you have plenty to keep you occupied over the holidays. And that means you have lots of new tips and tactics to send in!

Meanwhile, back at the ranch, David Di Dionisio sent in this rather disturbing look at what could happen when Nick and Andrew have a bit too much 'Christmas spirit'. Oh well, at least they look happy. Send disturbing Yuletide envelope artwork, tips and tactics to NHS at PO Box A305, Sydney South, NSW 2000.

GAME BOY

ZELDA: LINK'S AWAKENING

Here's a collection of odd tips and tactics for one of the best Game Boy games ever released. Simon Williams of Elermore Vale, NSW, is the lad who sent them in.

CARRY EXTRA ITEMS: When you come across one of the three wells which is guarded on either side by skeletons, sprinkle some magic powder into the well. A demon will rise up and offer you a choice, keep saying no until it offers you what you want. The three wells can be found in the following locations: Martha's Bay; the Tal Tal Mountain Range; and the Mysterious Woods.

MORE SECRET SEASHELLS: Here are the locations of a few more seashells.

1. Go into the dog kennel next to Madam Meow Meow's house and dig up the ground.

2. After taking the lonely ghost to his grave, go to his house in Martha's Bay and look under a pot.

3. Before entering the sign-post maze and while in the screen with the telephone booth and a tree, use your Pegasus Boots to bump the tree.

CHOOK CARNAGE: If you want a bit of a laugh, simply sprinkle the annoying chickens with magic powder or assault them with the Fire Rod. Oo-er! I'm telling the RSPCA!

DEFEAT THE LAST BOSS: To awaken the Wind Fish, use the Roc Feather to jump on the final boss' arms as they spin around and shoot it in the eye with the bow and arrow. What could be more simple?

T.M.N.T.: FALL OF THE FOOT CLAN

ENERGY RECHARGE: Jason Hitch of Balgowlah, NSW, wishes to remind players that their energy bars can be filled to the maximum level by pausing the game and pressing **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A**. This cheat can only be done once during the game so it's best to save it until dealing with Shredder or Krang.

KID DRACULA

LEVEL CODES: Jason also sent in these codes for Kid Dracula, which we felt obliged to print.

Level 2: **8529**
Level 3: **3272**
Level 4: **7283**
Level 5: **5346**
Level 6: **7226**
Level 7: **5539**
Level 8: **7158**

BUGS BUNNY CRAZY CASTLE

LEVEL CODES: Here's some decimally-spaced level codes from John Van of Canley Heights, NSW.

Stage 10: **WZFS**
Stage 20: **ZTPZ**
Stage 30: **WYCZ**
Stage 40: **TXCZ**
Stage 50: **ZTWX**
Stage 60: **YTKX**

GARGOYLE'S QUEST

LEVEL CODES: More Game Boy codes from John Van.

Round 2 with ten lives: **WHY5-YGGC**
Round 3 with ten lives: **1PGP-5L68**
Round 4 with ten lives: **BAVV-DVFA**
Round 5 with ten lives: **79X5-4REJ**
Round 6 with ten lives: **EAWY-NNAT**

SIDE POCKET

ENERGY RECHARGE: From John Van comes this cheat which is suspiciously similar to the Turtles cheat. Your energy bar can be filled up by pausing the game and pressing **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A**. This cheat can only be done once during the game.

NES

CODE NAME VIPER

PASS CODES: More codes from John Van.

Stage 4: **040471**
Stage 5: **545034**
Stage 7: **018620**
Stage 8: **171602**
Ring leader: **132227**

LOLO 2

PASS CODES: More randomly selected codes from John Van.

Room 1-3: **PQPD**
Room 1-4: **PVPT**
Room 5-2: **HBKM**
Room 5-3: **HLKY**
Room 6-4: **HJKR**

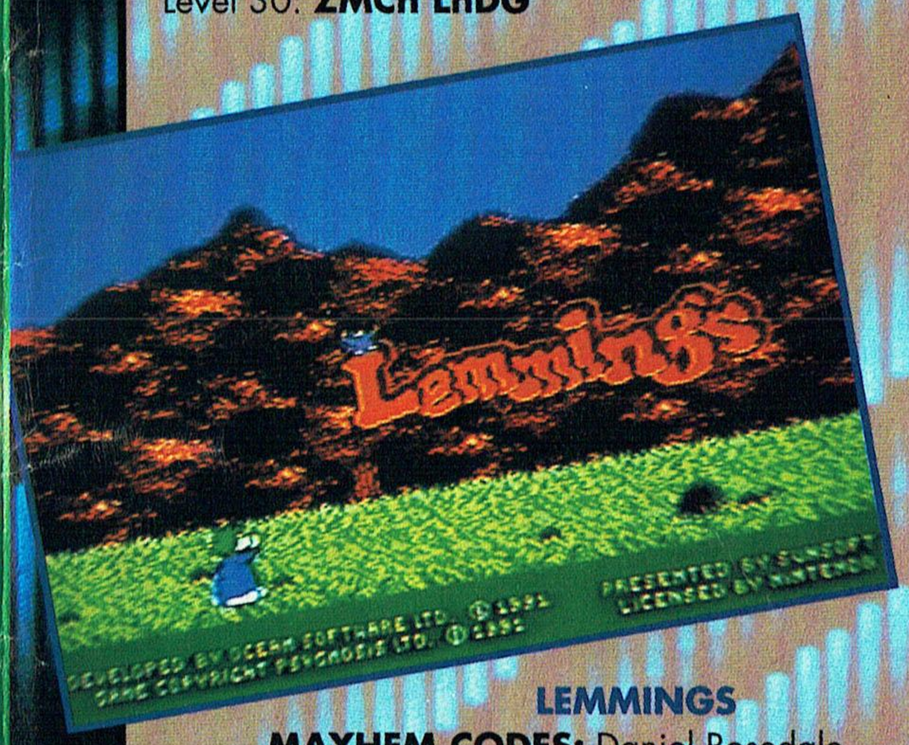
RAD RACKET TENNIS

SKIP GAME: Here's an odd cheat that takes you to the end of the game. Sort of defeats the purpose of playing it, though. At any part of the game press **START** ten times and, when the word 'pause' has come off the screen, press **A**. From Adam Carabetta of Balcatta, WA.

KICKLE CUBICLE

LEVEL CODES: Daniel Rosedale of Eaglemont, Victoria, sent in these codes for the later levels of this cool NES game.

Level 15: **QDgX hlCV**
Level 16: **QXJW hjDq**
Level 17: **RZJW llc**
Level 18: **Rfgf QSCg**
Level 19: **sbMG hBCf**
Level 20: **SGhZ LSCf**
Level 21: **TdQg lhCM**
Level 22: **Thqh LICH**
Level 23: **VfPx QbCr**
Level 24: **Vjld LfCQ**
Level 25: **WgXq LLDm**
Level 26: **WKfV inCZ**
Level 27: **Xhdr NSDX**
Level 28: **VLGR inCX**
Level 29: **ZjNp hhCd**
Level 30: **ZMCn LnDG**


Lemmings
DEVELOPED BY OCEAN SOFTWARE LTD. © 1991
GAME COPYRIGHT PSYGNOSIS LTD. © 1991
PRESENTED BY SUNSOFT
LICENSED BY NINTENDO

LEMMINGS

MAYHEM CODES: Daniel Rosedale of Eaglemont, Victoria, sent in a full list of codes for the Mayhem difficulty level. Prepare for blue/green death!

SJFHGF - At the steel works
HDFTGS - In the boiler room
XCFTGS - Who wants to be a hero?
SHDYWR - There must be more to life...
KRWQHJ - Liberate a lemming today!
PDHJDN - Calling international rescue!
HPBFXX - Two for tea, please
BZCSTD - Houston, we got a problem
MLYZTF - Pass me that lemming!
FFDYSF - Two steps on the water
YYKSGS - Ideal lemming exhibition
GLSHSL - The lemmings canna take it!
VKLSDH - Revenge of the lemming
GTNGQQ - Open season for lemmings!
JDFSDY - This lemming's faulty!
WRDFVH - Hello John, got a new lemming?
KDHGFT - My word, what a lemming!
WQDTGD - A free lemming in every pack!
THRRSH - Lemmings hate Radio EON FM
LJJDJJ - They are clean and green
KBCVXM - Some heads are going to roll
SSHSJS - Is that lemming licensed?
LZTRYD - Keep quiet at the back!
VQXNFM - Do you accept lemmings?
ZQQPLM - The ultimate lemming!

SUPER NES

KILLER INSTINCT

The arcade game had many hidden features and, not surprisingly, so does the Super NES version. Heaps of readers sent these tips in, but Michael Rooker of Rockdale, NSW, gets the credit (and a comic) because his letter was easy to read and he also sent in some cool pics!

TURBO SPEED: At the VS match-up screen, hold **RIGHT** and press all **punch** buttons.

SLOW DOWN: At the VS match-up screen, hold **LEFT** and press all the **kick** buttons.

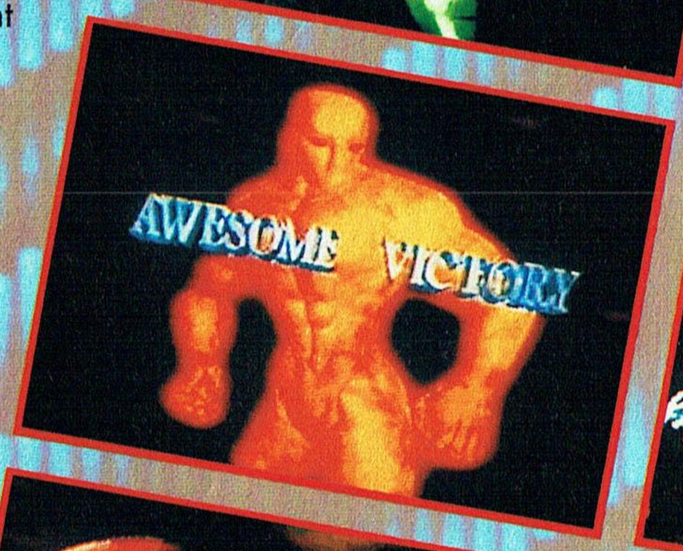
EASY COMBO BREAKERS: At the VS match-up screen, hold **DOWN** and press **START**.

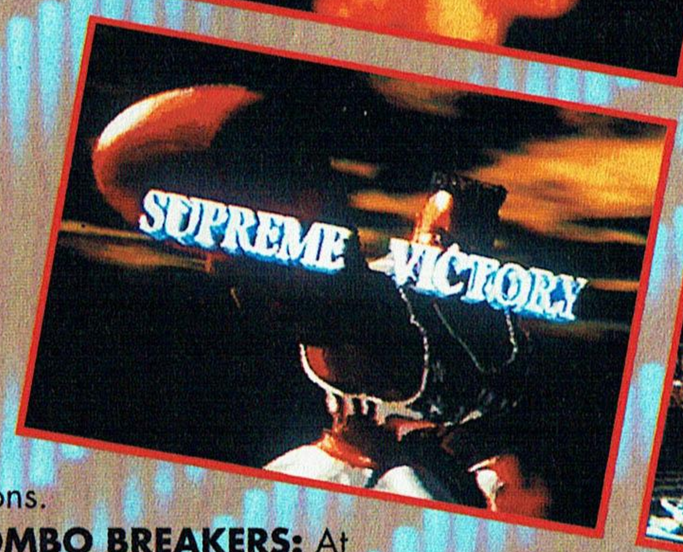
SECRET SKY STAGE: To play in the Sky Fortress stage in two-player mode, press **DOWN** and **medium kick** on both joypads.

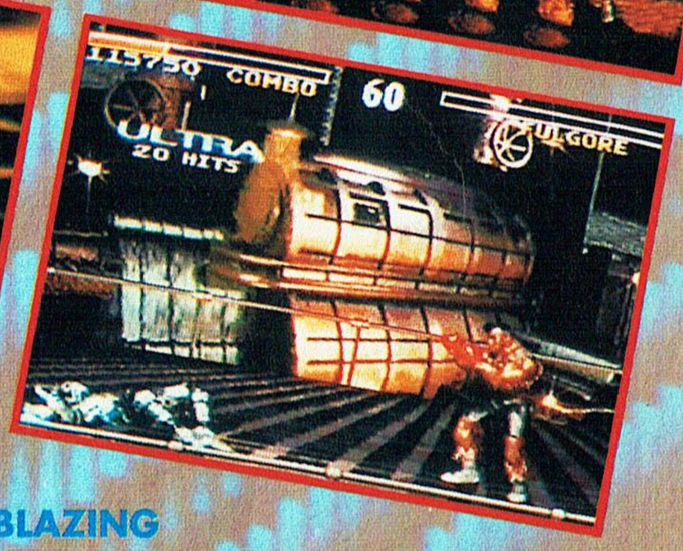
SECRET DUNGEON STAGE: To play in the dungeon in two-player mode, press **UP** and **medium punch** on both joypads.

JOYPAD CONFIG: To reconfigure your joypad button setup, hold **SELECT** on the VS match-up screen.

BE EYEDOL: At the player select screen, **highlight Cinder** and as you choose him **press and hold RIGHT**, then on the VS match-up screen, while still holding RIGHT, press **light punch, light kick, heavy punch, medium kick, medium punch, heavy kick**. This must be repeated before each match and you should hold RIGHT as soon as the list of opponents starts scrolling up the screen, then press the button combinations on the VS match-up screen. This trick can be done by one or two players.







BUBSY THE BOBCAT

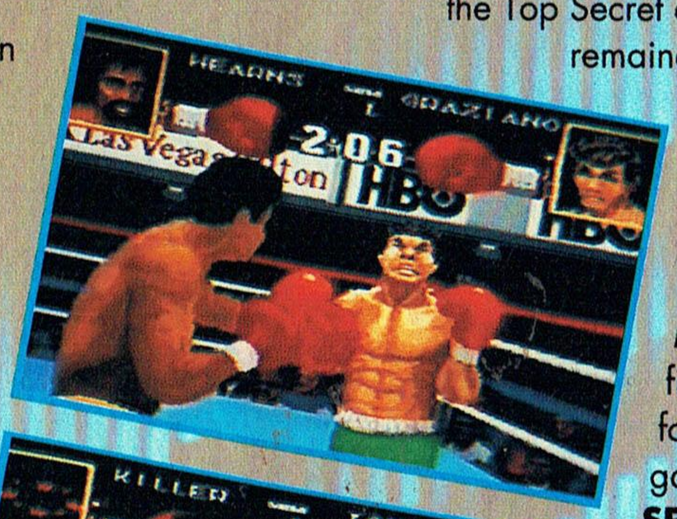
PASS CODE: D'OH! We printed some codes for this old game in NMS #30 but one of them was wrong! Eagle-eyed reader Brett Wakefield, of Bundaberg, pointed it out and here is the correct code: **Level 16 - STCJDH**

BLAZING SKIES

LEVEL CODES: Master Sean Segers of Maddington, WA, offers these level codes to curious readers.

Level 1 dog fight: FGYHMBL!nG!xF!
Level 2 bombing: r5xKDJC2pf!V

Level 3 strafing: HCcMJ6R!6rG!v!
Level 4 dog fight: VrBPWPBHvw!Z
Level 5 dog fight: T!LRLR1wBBF!B!
Level 6 bombing: jD1TXGdtGB!r
Level 7 dog fight: sB7QOwWYGBD
Level 8 bombing: CG!YPDO41G!Zh!
Level 9 bombing: hBWOJGj4BH!Q
Level 10 dog fight: !7zG!LRGsrWw2
Level 11 strafing: !!4Tb!NGPMWxj!h
To get a radar hold **L** and **R** then **DOWN** and **START**.
To change plane controls hold **L** and **R** then press **UP**.



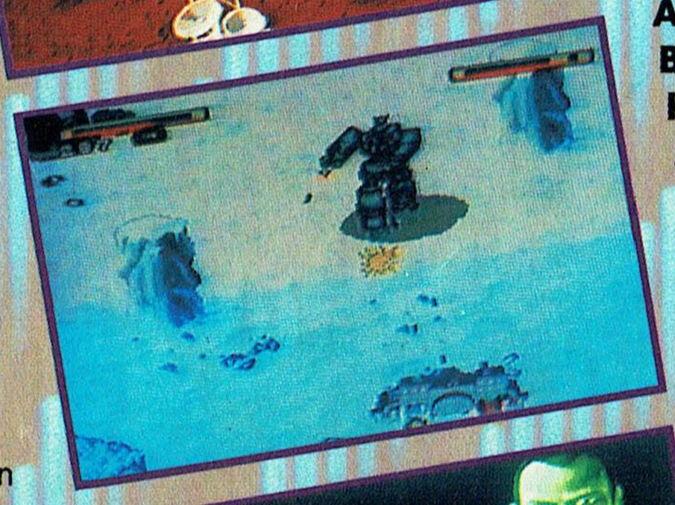
BOXING LEGENDS OF THE RING

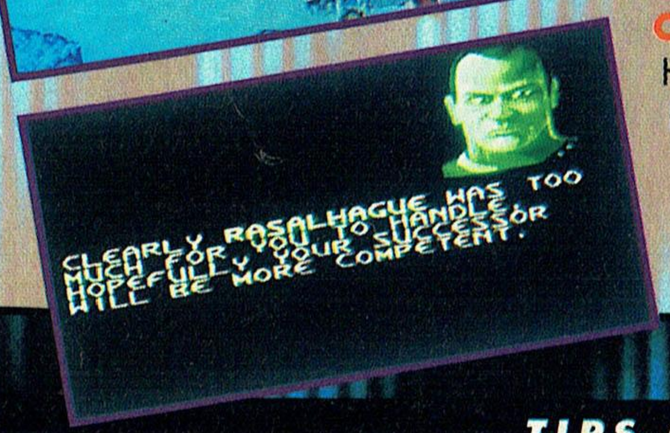
PASS CODES: "Here's some codes for the best boxing game in the whole bloody world." So says the lad who sent them in, Steven Rivers, and we happen to agree with him.

Fight 5 - 22GVBQFKDNBBGL1NN
Fight 6 - 2HQBNFNGGBBGL1NU
Fight 7 - HJNBLFNGGBBGL1NF
Fight 8 - WKGBGLNFDCCBD1NJ
Fight 9 - BLDBDLNDDBGDWLN1

MECHWARRIOR 3050

LEVEL CODES: These codes will take you to whichever level you desire to be taken to.
Level 2: **65C816**
Level 3: **B1GBND**
Level 4: **FSPRNG**
Level 5: **YHWX11**
Unlimited ammo: **M1R0G3**

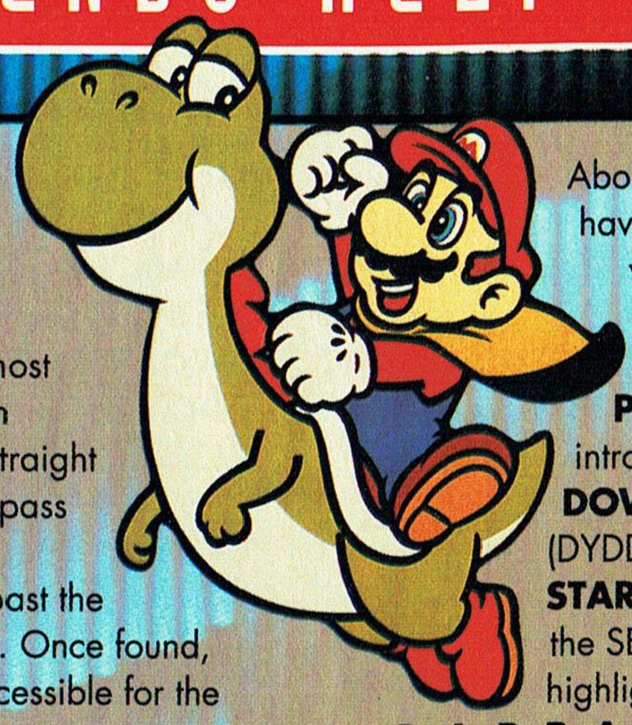




SUPER MARIO WORLD

With the sequel to this game already out overseas and soon to be released Down Under, many of you have returned to the original because it's just so good, and the result has been an influx of rediscovered tips and tricks. Here's a useful one from Scott Sneddon of Runcorn in Queensland.

TOP SECRET STAGE: This secret stage provides the finder with an unlimited supply of mushrooms, flowers, feathers, Yoshis and 1-ups. Enter the Ghost House on the Donut Plains with Mario in flying mode and fly straight up the left hand wall until you pass through the gap in the ceiling. From here, keep going right, past the ghosts, until you reach the exit. Once found, the Top Secret area will be accessible for the remainder of the game.



CASTLEVANIA: VAMPIRE'S KISS

LEVEL PASS CODES: Simon Acok-Ongom of Melbourne, Victoria, was the first to send in tips and codes for the latest Dracula slaying game from Konami.

SPECIAL TIP: On stage three you will eventually get up to the statue cliffs and you should see a bunch of skeleton dragons on top of each other. Go on the statue cliff next to them, then fall. This will take you straight to level four.

Stage 1:
AXE, BOTTLE, AXE
AXE, BOTTLE, FIRE
FIRE, BOTTLE, BOTTLE
Stage 2:
FIRE, AXE, BOTTLE
FIRE, BOTTLE, HEART
AXE, BOTTLE, BOTTLE
Stage 3:
HEART, FIRE, HEART
FIRE, BOTTLE, AXE
FIRE, HEART, HEART
Stage 4:
BOTTLE, BOTTLE, BOTTLE
BOTTLE, AXE, HEART
FIRE, HEART, HEART
Stage 5:
AXE, FIRE, AXE
BOTTLE, AXE, AXE
HEART, FIRE, HEART
Stage 6:
AXE, FIRE, FIRE
BOTTLE, FIRE, FIRE
FIRE, BOTTLE, FIRE

DONKEY KONG COUNTRY

Here's the list of cheats for Donkey Kong Country, just in case any of you missed them the first time.

About five million people have sent these cheats in so we're not going to credit anyone!

BONUS ROUND PRACTICE: During the intro, press **DOWN, Y, DOWN, DOWN, Y**. (DYDDY)

START WITH 50 LIVES: At the SELECT A GAME screen, highlight ERASE GAME and press **B, A, R, R, A, L**. (BARRAL)

SOUND TEST: At the SELECT A GAME screen, highlight ERASE GAME and press **DOWN, A, R, B, Y, DOWN, A, Y**. (DARBY DAY) Pressing SELECT will change the sound file.

TWO PLAYER CONTROL: At the SELECT A GAME screen, highlight ERASE GAME and press **B, A, DOWN, B, UP, DOWN, DOWN, Y**. (BAD BUDDY) This will allow player two to take control of the game by pressing the A or SELECT button.

ROCK 'N' ROLL RACING

SECRET LEVEL: Here's another tip from Warren Chung. To get to the secret level, enter the password as **KHHRSJ**.

KRUSTY'S SUPER FUN HOUSE

PASSWORDS: Here's a few rat busting codes courtesy of Warren Chung of Eastwood, NSW.
Level 2: **BARTMAN**
Level 3: **SMITHERS**
Level 4: **SNOWBALL**
Level 5: **JEBEDIAH**

ACTION R·E·P·L·A·Y CODES

CLAYMATES

WARP: Here's a spooky cheat from Warren Chung. In Clayton's garden, head for the first flower which looks like a rose and jump on it four times. You will then be transported to the Pacific stage.

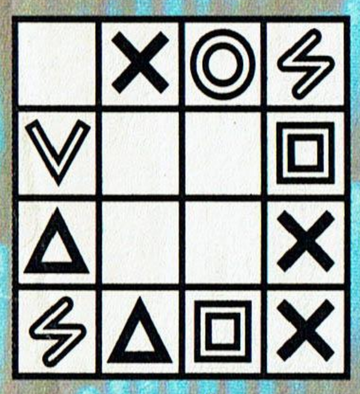
UNIRALLY

CHEAT: Leon Sinclair of Kirwan, Qld proclaims on his letter: "I have a trick for Unirally." Here be it. An easy way to get through the game is to play a track on bronze and finish it, and a bronze medal will appear. Now play the track on bronze again and finish it again, but this time a silver medal will appear. Do it again to get a gold medal. The only thing that gets harder is the levels which require you to get a certain amount of points to pass the level.

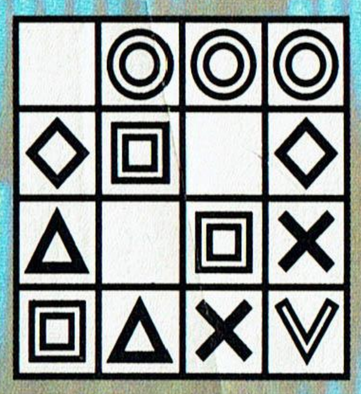
BIKER MICE FROM MARS

PASS CODES: Steve Kelaart of Werribee, Victoria, sent in these codes, which Gary has faithfully recreated here with the help of his Mac.

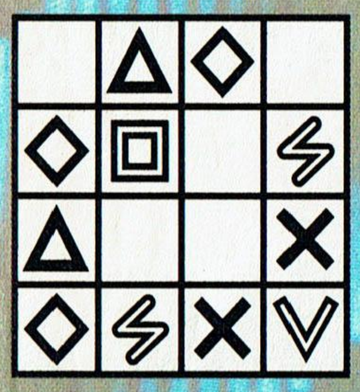
Round 2



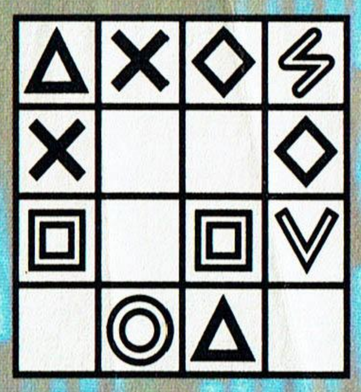
Round 3



Round 4



Round 5



JUNGLE STRIKE

LEVEL CODES: Here's a list of pass codes to all levels of this excellent helicopter death sim. Lorie McNicol of Warburton, Victoria, sent them in, as well as some handy Action Replay codes which can be found by reading further.

Level 2: **HQJ5828V80PT**
Level 3: **RQB6R#80H0N#**
Level 4: **8Q38XY82K0KT**
Level 5: **8SQ4DT8YP0P#**
Level 6: **6SG14#48W0RT**
Level 7: **8RCZN246T0MT**
Level 8: **6RC6YY63#0NT**
Level 9: **6SWTFK23R0MT**
End sequence: **6RCX6K21Y0PT**

SUPER NES

SECRET OF MANA

These codes were sent in by Jamie Gribble of Castle Hill, NSW.

7ECC 6CBF - Maximum money.
7EE1 81BF - Invincibility.
7EE1 82BF - Weapon hit power increases.

JUNGLE STRIKE

Here's those codes from Lorie McNicol we told you about on the other page.

7E08 B203 - Infinite lives.
7F11 3409 - Infinite Hellfire missiles.
7F11 3630 - Infinite Hydra rockets.
7E0D 42E3 - Infinite chain gun ammo.
7F11 4A09 - Infinite mines.

SPIDERMAN: THE ANIMATED SERIES

Use these two codes for infinite lives. From Edison Tooley of Werribee, Victoria.

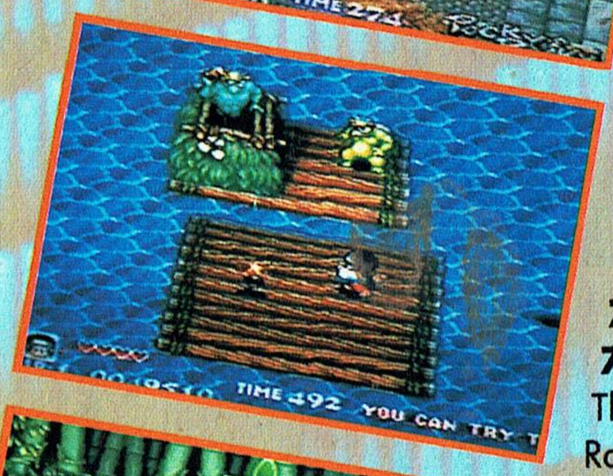
7E07 4903 +
7E01 3203 - Infinite lives.

KILLER INSTINCT

7E0D 2478 - Unlimited energy for player one.
7E0D 2878 - Unlimited energy for player two. These codes are from Hendra Tannis of Footscray, Victoria.

UNIRALLY

7E0E 3705 +
7E0E 2E00 +
7E0E 2D00 +
7E0E 2105 - Infinite time.
7E03 4300 +
7E11 C327 +
7E11 DB00 - Always win. These codes are from Matthew Wallace of Paradise Point, Queensland.



POCKY AND ROCKY

7E00 6A03 - Unlimited lives for Pocky.
7E00 6B03 - Unlimited lives for Rocky.
7E00 6808 - Unlimited energy for Pocky.
7E00 6908 - Unlimited energy for Rocky.
7E00 6601 - Unlimited smart bombs for Pocky.
7E00 6701 - Unlimited smart bombs for Rocky.
7E00 E402 - Unlimited shields for Pocky.
7E00 E502 - Unlimited shields for Rocky. These codes are from Dean "Ryu" Allwood of Emerald, Queensland.

EARTHWORM JIM

7E66 2338 - Unlimited shots.
7E66 2958 - Unlimited energy.
7E67 D022 - Super jump.
7E51 6233 - Infinite lives. These codes are from Simon Raats of Perth, WA.

JUDGE DREDD

7E1B 11FF - Infinite energy.
7E1B 0103 - Infinite grenades.
7E1B 0303 - Infinite HiEx.
7E1B 0503 - Infinite incendiaries.
7E1B 0703 - Infinite armour piercing. These codes are from Carlos Aparicio of Fairfield, NSW.

ALIENS VS PREDATOR

7E10 5C03 - Infinite lives.
7E09 FC28 - Auto-fire super laser blast.
7E10 2460 - Infinite health. These codes are from Jim "Master Cheat Finder" Hannagan of Perth, WA.

KIRBY'S DREAM COURSE

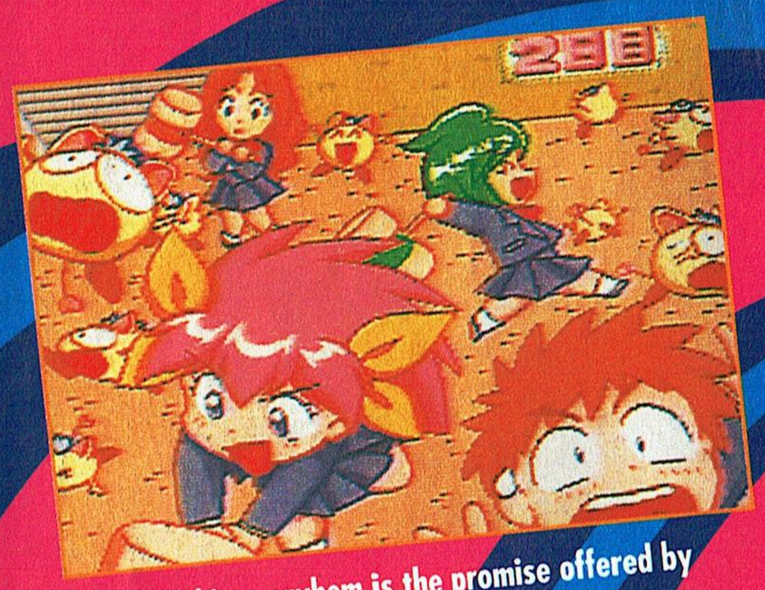
7ED8 2A01 - Every putt is a 'hole in one'. Flick switch on just as Kirby stops after each shot, then off as new Kirby floats down from the sky. This code is from Jim "Master Cheat Finder" Hannagan.

NOT THE NEXT ISSUE!!!

It's time once again to visit the shores of Japan, where art imitates life in an almost surreal way. In particular, Japanese video games. And what better example than this new game from Tenyu.

You know those prize redemption machines such as Wak-A-Rat and the robot arm grabbers which are often found cluttering up good coin-op space in arcades? Well, you guessed it, now you can play them all in the comfort of your own home!

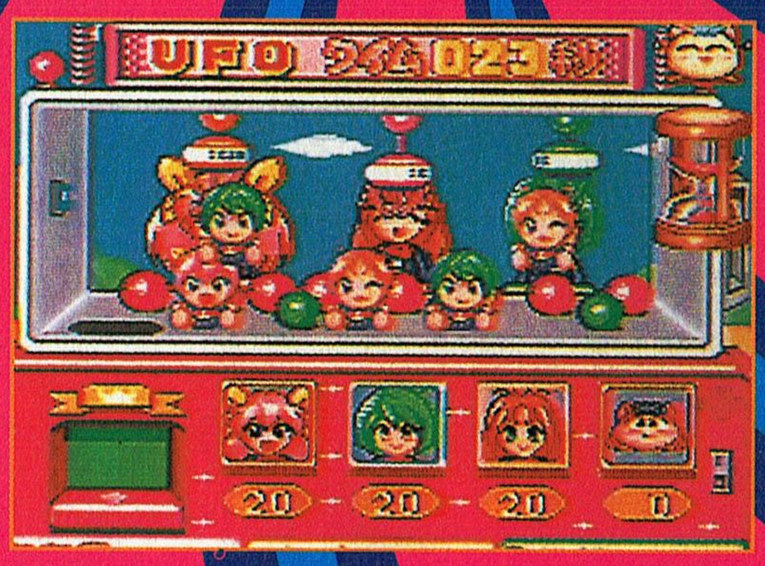
Young school girls are the target audience here, for this game stars three sprightly young lasses; Green-hair Girl, Orange-hair Girl and Pink-hair Girl.



Mole-bashing mayhem is the promise offered by this exciting introduction screen!

Score one for Pink-hair Girl!

After a visit to the travelling ice cream vendor, the girls argue where they should go next.



Tense excitement at the UFO prize grabber!

Time to work off that aggression on innocent moles. Again.

Let's finish the day with a spot of magnet-fishing. Phew! I'm all tuckered out! Lets go home for milk and cookies!

Next month: We investigate the mysterious disappearance of agent Mulder while on routine assignment. On sale Wednesday. December 27. 1995.

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